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ISSUE 01

Sega's 128-bit Dreamcast will launch on 14 October and kick-start the next, next-generation of videogames consoles. It's going to be a bloody battle, both Sony and Nintendo have machines in the workshop, but Sega have the advantage of being first – and they've got one hell of an impressive machine!

Forget everything you've heard about Dreamcast and start your journey afresh with Dreamcast Magazine. The Dreamcast is a huge leap over the PlayStation and Nintendo 64 – the quality of the graphics this machine can throw out will simply blow your mind, and the level of detail in animation and motion capture will have you believing this stuff is real!

Dreamcast Magazine has everything you need to keep up-to-date with Dreamcast developments. Every new game is comprehensively reviewed with not one, but two opinions on the experience to give a more balanced view than you find in many magazines. Games that are still at the programming stage are covered in-depth in our 'In Development' features, and those just around the corner can be found in 'Forecast', a preview section at the back of the magazine.

As Dreamcast comes as an Internet-ready machine there's a whole new area for us to explore too, a level of interaction that hasn't been possible between magazine and console before Dreamcast. By hooking up to our exclusive website at www.dream-cast.net you can send in letters, your own reviews of games, high scores, enter competitions or even upload your own save games from your VMS to share with other readers! The possibilities are endless, and our website will expand to take advantage of this brilliant new technology – but the main ingredient is you. Enjoy the magazine, and let me know what you think!

Nick Roberts

>Nick Roberts
>**Managing Editor**
>nickr@paragon.co.uk

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>We want your input! The moment you get your Dreamcast hooked up to the Net make sure the first place you visit is our exclusive Dreamcast website. From here you can interact with Dreamcast Magazine, get your words onto the page, enter exclusive competitions and have a much closer link with a gaming magazine than has ever been possible before.

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ISSUE TWO LAUNCHING IN THE UK ON 21 OCTOBER

>Brought you by the makers of Total Games Guide to Dreamcast

contents

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version 01>

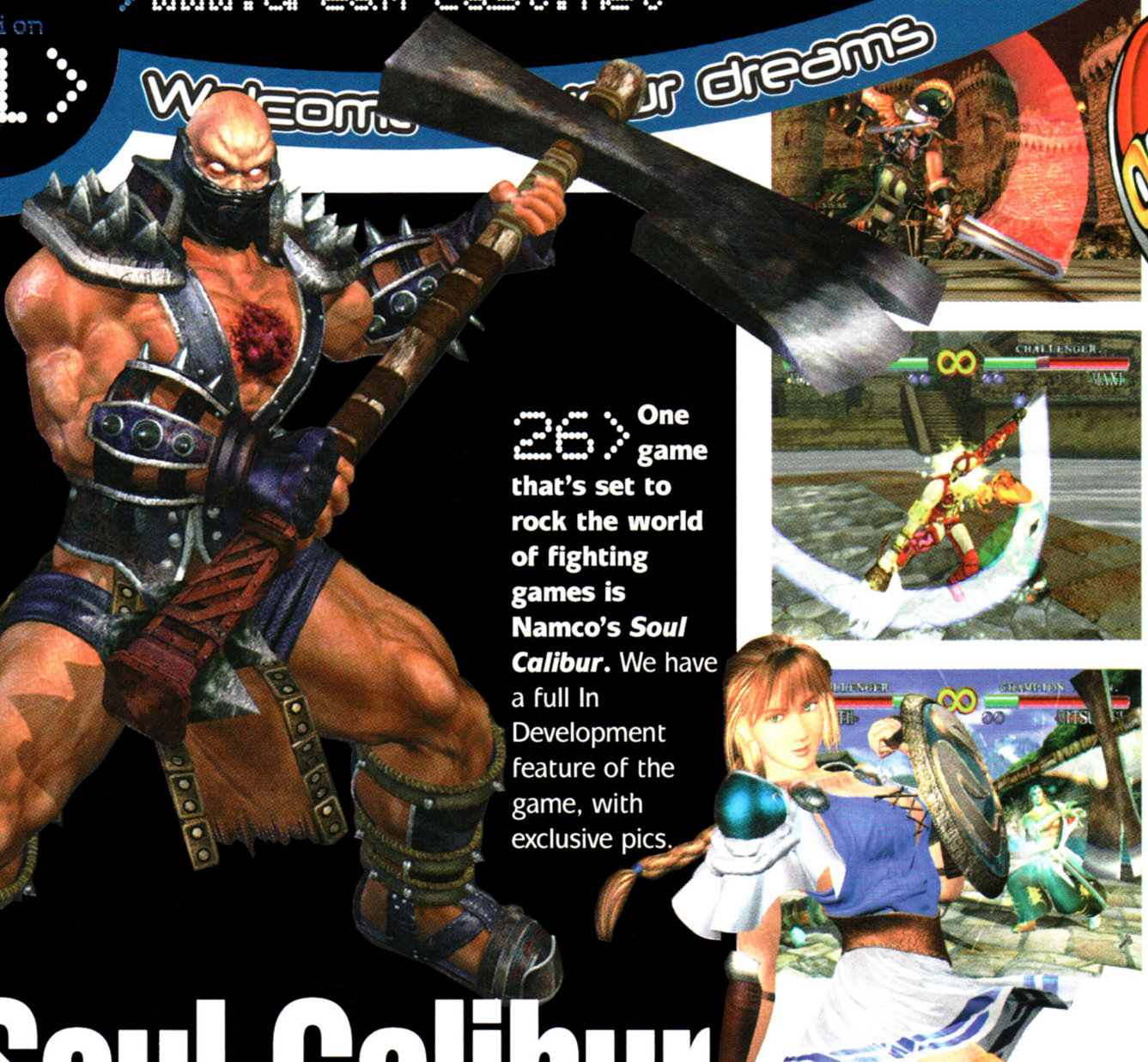
FEATURES

What Do You Think?

34 **Dreamcast pods have popped up in shops, foyers and shopping malls all over the country.** We sent a reporter down to the local Odeon to find out what the punter on the street thinks of Sega's 128-bit super console!

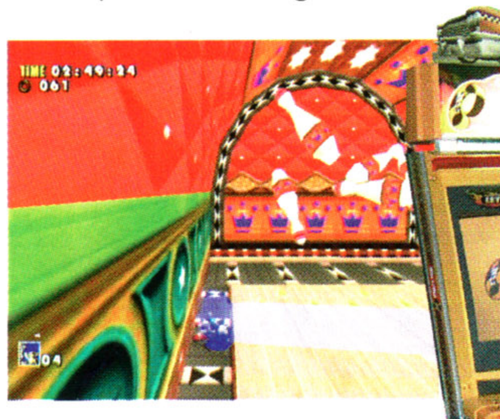
Electric Dreams

12 **Underneath its cool exterior Dreamcast is packing one hell of a punch!** We take the machine to pieces, explaining exactly what it's capable of. All the new peripherals are reviewed and we explore the Internet and email functions of this excellent new console.



Sonic Adventure

32 **The spiky blue hedgehog is back in an all-new 3D adventure.** Read all about this top Sonic Team game.



Soul Calibur

26 **One game that's set to rock the world of fighting games is Namco's *Soul Calibur*.** We have a full In Development feature of the game, with exclusive pics.

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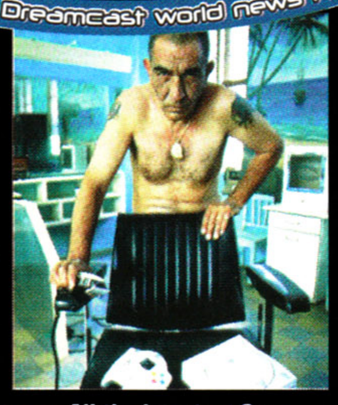
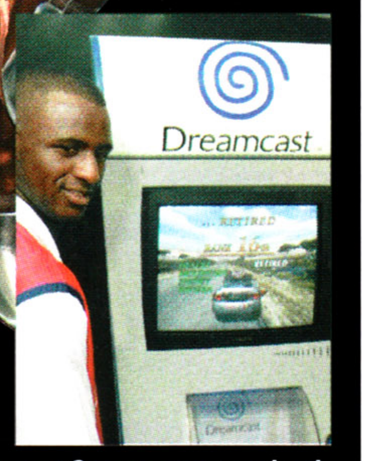


06 >All the news and views from around the Dreamcast world including Sega's football sponsorship hat-trick, the new ad campaign and an insight into which PC games are heading for the Dreamcast.

08 Austin Powers' Mini Me helps push DC in the USA.



09 Sega go soccer mad and score a hat-trick of clubs.

AT A GLANCE red hot GAMES

>All the best Dreamcast games are covered in detail, jump directly to the page of the one you've been waiting for.

Sega's Dreamcast has some fantastic games that are ready to hit the shops any day now. Find out more on *Pen Pen*, *Marvel Vs Capcom*, *Blue Stinger*, *Rallymasters*, *Rayman 2* and many more over on page 90 now!

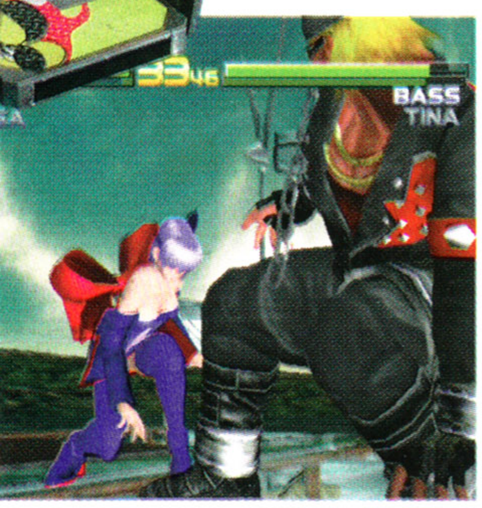
WIN!

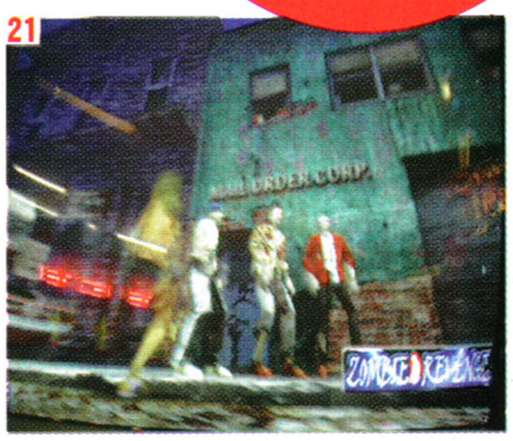
A state-of-the-art DVD player, alien blasting movies and merchandise from Millennium Soldier: Expendable!

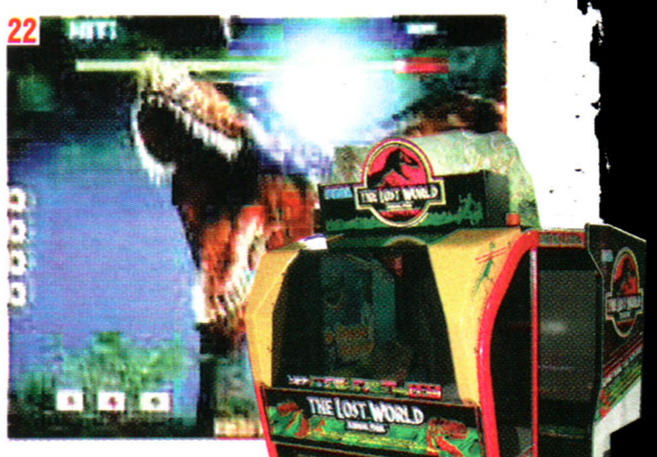
16

Hot in the Arcades

Have you visited an arcade recently? There are some fantastic games around, and many of them are Dreamcast bound! We grab a bag of £1 coins and head to our local Sega Park.







20 **Crazy Taxi:** Pick up a fare and scare them witless!

21 **Zombie Revenge:** More zombie blasting from Sega.

22 **Dead or Alive:** Slick fighting action from Tecmo.

22 **The Lost World:** It's heading for the Dreamcast next year!

Dreamcast magazine ULTRA game

Dreamcast magazine ULTRA game

IN DEVELOPMENT

All the games that are currently in development for Dreamcast are covered in our special 'In Development' features. We track down the developers, grill them on their creation and make sure we get a splattering of exclusive screenshots!

Soul Calibur	26
UEFA Striker	30
Shenmue	32
M-SR	35
Toy Commander	36
Shadowman	39
Speed Devils	40
Mortal Kombat Gold	44
Soul Fighter	45
Trickstyle	46
Racing Simulation: Monaco Grand Prix	48
Resident Evil: Code Veronica	50

REVIEWS

If a game is available to buy – we'll have the definitive review! We don't simply rely on the opinion of one reviewer either – we have a team of expert gamesplayers and each review has a second opinion.

Sonic Adventure	52
Ready 2 Rumble Boxing	58
Sega Rally 2	62
Virtua Fighter 3tb	66
The House of the Dead 2	70
Power Stone	74
Millennium Soldier: Expendable	80
Hydro Thunder	82

FORECAST

There are so many games scheduled for Dreamcast release that are just waiting in the wings. In Forecast we bring you new screenshots of them all, and tell you exactly when you'll be able to buy them in the shops.

NFL Blitz 2000	90
Air Force Delta	90
Street Fighter Alpha 3	90
Ecco The Dolphin: Defender Of The Future	91
Buggy Heat	92
Stunt Grand Prix	92
Suzuki Alstare	92
Vigilante 8	92
Castlevania	92
V-Rally 2	94
Seaman	94
Sega Bass Fishing	94
Blue Stinger	94
Marvel Vs Capcom	94
Pen Pen	94
Armada	95
CART Racing	95
Red Dog	95
Wild Metal Country	95
Midnight GT	95
Rayman 2: The Great Escape	95
Take the Bullet	96
Deep Fighter	96
EPGA	96
Rallymasters	96

REGULARS

The Games 24
This is where all the in-depth game coverage begins.

Subscriptions 16
Grab yourself a year's worth of DM.

Dreamcast Solutions 84
All the new codes and cheats for your Dreamcast.

Dream On... 98
Find out what we'll have next issue.

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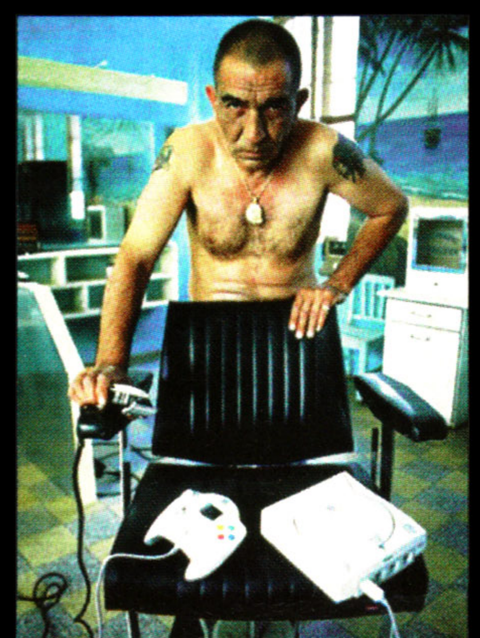
Dreamcast Uses The Force

MAJOR ADVERTISING CAMPAIGN TO BACK UP DREAMCAST LAUNCH!

With the confirmation of Dreamcast's £199 price tag and launch date of 14 October, Sega launched its major advertising campaign on 15 July. The first of two cinema ads appeared alongside the release of *Star Wars Episode I: The Phantom Menace*, and depict a hair shaving competition between Foreign Legion barbers, each of which are given the title of Player One, Player Two, etc. Incidentally, Player Two wins.

We got to check out the cinema ad in a special preview showing and were surprised that it didn't show any graphics, or even name a single game. It is obvious that Sega is taking a leaf out of Sony's marketing of the PlayStation, where they targeted a wider audience than the typical teenage gaming market.

"Dreamcast is an evolutionary gaming product, which not only offers more power to gamers, but also includes internet access and an online capability," proclaimed J F Cecillon, Sega Europe's CEO. "We sought to capture this message in our advertising. I believe we have done just that and in doing so have taken advertising for computer games to a new level. These two commercials prove that Dreamcast is the leading interactive device for home entertainment for the next Millennium."



our charts >

Dreamcast magazine top five

As there are no official charts for Dreamcast games yet we've compiled a chart of the most played games in the Dreamcast Magazine office...

1	SOUL CALIBUR
2	SONIC ADVENTURE
3	READY TO RUMBLE
4	THE HOUSE OF THE DEAD 2
5	HYDRO THUNDER

DM Most Wanted

1	TEKKEN TAG TOURNAMENT
2	SHENMUE
3	CRAZY TAXI
4	RESIDENT EVIL: CODE VERONICA
5	ROLLER COASTER TYCOON

The Rumour Mill

Sonic Surfing

> It has emerged from the USA that *Sonic Adventure* is internet compatible! You won't be able to hook up and play a multi-player game, but you will be able to use your Dreamcast to access a special Sonic website where exclusive hints an tips can be downloaded, high scores can be entered and Chao characters can be traded. Rumour has it that there might also be the option of downloading special themed levels to bring new life to the game once you've completed it!

ShadowMan Heads For Hollywood

The forthcoming Dreamcast horrorfest from Acclaim, *ShadowMan*, is set to appear on the big screen. A script for Mike LeRoi's Hollywood debut is currently in development by writers Paul Aaron (In Too Deep) and Michael Henry Brown (Dead Presidents). It is said that the writers are drawing heavily from the plot of the videogame, as well as the original comic book source material.

The feature film is apparently set to be produced by Barry Levine of Takoma Entertainment and if the script is any good, Levine is prepared to take ShadowMan straight into production. So, we could potentially see the adventures of ShadowMan on our screens as soon as next summer. Whilst *ShadowMan* the game is due for release on Dreamcast before Christmas.

Would You Like a Croft Original?

TRIV TO APPEAR ON DREAMCAST?

There is a possibility that *Tomb Raider IV: The Last Revelation* may appear on Dreamcast late this year or early 2000, because the console exclusivity contract between Sony and Eidos Interactive expires this November. Although *Tomb Raider* originally appeared on the Sega Saturn, PlayStation and PC owners have been able to raid the world's tombs three times, the contract between Eidos and Sony has locked out the likes of Nintendo on the second and third installments in the *Tomb Raider* series.

Okay, alluding to the possibility that *Tomb Raider IV* may appear on the Dreamcast because a *Tomb Raider* game has appeared on a Sega console before may well be construed as clutching at straws... we're the first to admit it! However, don't forget that the Dreamcast's Windows CE-based operating system would make converting the PC version of *Tomb Raider IV* a doddle... and without an exclusivity contract to bind them, would Eidos and Core really turn up their nose at a quick and relatively easy way to boost to their coffers? We think not, but we'll just have to wait and see.

infoburst

Extra information>

> Lara Croft's breasts were remodelled for *Tomb Raider II* to make them more rounded, they were too pointy before!

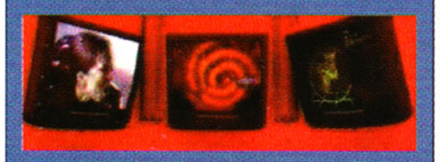
> Four models have now played the 'real-life' Lara Croft in the UK – Natalie Cook, Rhona Mitra, Nell McAndrew and Lara Weller.

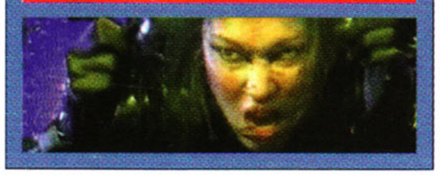
> The gorgeous Lara is currently helping to sell Lucozade – well, she is a girl that needs to keep her energy up!

infoburst

Extra information>

> Pre-orders for the Dreamcast in America have now topped 200,000 units and Sega of America have launched a new ad campaign. Here's a closer look...





COMPETITION: WIN A DREAMCAST A WEEK!

Get Connected & Win A Dreamcast With TGN!

> TGN, the online home of Dreamcast Magazine, is currently giving away a Dreamcast a week with the launch title of your choice. This unbelievable promotion with Wizard Interactive (www.wizard-int.co.uk) began on 20 August, to celebrate the revamp of Europe's leading online multi-format videogames magazine, and is set to run until 8 October. All you need do to be in with the chance of winning a Dreamcast and the launch title of your choice is head straight to TGN's website: http://totalgames.net

As well as this exciting competition, you will find a whole host of previews, reviews and features on all things Dreamcast (as well as every other major videogaming format). TGN is also updated daily with the latest breaking game news, release schedule information, hints and tips, and much, much more!

continued >

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Dreamcast world news network

continued>

Around the World

> Dreamcast has been exciting gamers in Japan since November last year, and the USA are about to get their new machines on 9 September, so here's a look at what's been happening over the waters...

USA

America Goes Rental Mental!

> Impatient gamers in the USA have been able to hire Sega's new wonder machine from their local video stockist prior to the console's US launch on 9 September. The land of apple pie and large trousers roped in actor Verne Troyer to help the new scheme along. You might have seen him in Mike Myers' comedy *The Spy Who Shagged Me* playing Mini Me.

Apparently Verne is a big games fan, and he proclaimed that the Dreamcast's graphics were mighty impressive.

Free Keyboards

> Sega of America know how to get people hooked up to the Net with Dreamcast – offer them a free keyboard! They've done a deal with telecom giant AT&T where Dreamcast owners sign up with them for their online connection. This will cost them $20 a month, but they will get a free keyboard into the bargain. Good deal? Well, at least they know what they're doing...

JAPAN

NiGHTS Time For Dreamcast

> A recent report in Japan's Official Dreamcast Magazine has confirmed what we all hoped – the most playable game from the Sega Saturn is going to make a comeback on Dreamcast. *NiGHTS* (yes, you do spell it with a lowercase 'i' in the middle) is a magical game set in the dreamland of Nightopia, starring a clown character and two kids, Claris and Elliot.

The kids walk around the large fantasy levels collecting dream energy. If they collect enough and return it to the special Ideya Capture pods they become the NiGHTS character and can then fly around. It sounds strange, but believe us – it's great fun, and a perfect accompaniment to a console called Dreamcast! Look out for the game early next year.

Obscure Games Unlimited!

> There are lots of Dreamcast titles in Japan that will never see the light of day over here. In fact, until some clever so-and-so comes up with a convertor for the Dreamcast, you won't even be able to buy a copy and play it on your UK Dreamcast. With graphics like these though, we certainly hope they do come up with a convertor! It's only a matter of time...

the rumour mill

More Net from

> Sticking with the Inte *Calibur*, **and have includ will allow gamers to pl additional features via characters, different co**

EIDOS KICKS ASS!

Feel the Fighting Force

Eidos Interactive has already confirmed its support for Dreamcast with its acquisition of the publishing rights to Capcom's *Power Stone* beat-'em-up. Now, if rumours are to be believed, the publisher is set to follow this up with *Fighting Force 2*.

When *Fighting Force 2* was originally announced, the gaming press were led to believe that the 3D beat-'em-up would be launched on PlayStation and Dreamcast at the same time. However, since then Eidos and the game's developer have declined to confirm that they were supporting the Dreamcast. Surprisingly, the existence of Dreamcast *Fighting Force 2* has been revealed in an unusual way: ie, within a Sega of America advert for Dreamcast within a videogame magazine.

This is not the first time that a previously-denied Dreamcast game has been confirmed within an advert. Dreamcast Magazine's online news reporting service Total Games Network revealed a few weeks

SEGA SCORES A HAT-TRICK!

Sega Go Shopping for Soccer Clubs

With £90 million to spend on marketing Dreamcast Sega Europe have gone through the European football divisions as if shopping for cans of beans down the local Co-Op! It seems they are determined to go for a hat-trick too with three clubs snapped up for sponsorship.

The one we're all interested in is of course Arsenal. From 1 July Sega became their new sponsor with Dreamcast logos appearing on the home strip and Sega on the away strip. This deal broke all records in club sponsorship, but Sega are keeping the exact figure under their hat!

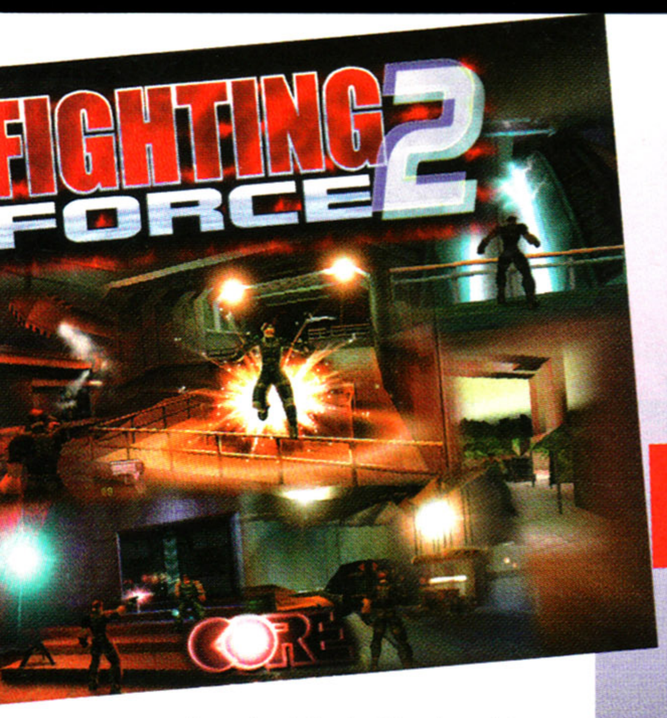
Over in France Saint-Etienne is also to be emblazoned with Dreamcast while Italy's UC Sampdoria complete the trio.

amco

theme, Namco have been busy putting the finishing touches to *Soul* ome Internet options. It is thought unlikely that the 3D beat-'em-up gainst each other over the Net, but will in fact be able to download Dreamcast's built-in modem. The latter could be something like extras es and weapons, as well as potentially new locations.

Robbie's Dreamcast Millennnium

'Let Me Entertain You,' the hit single from ex-Take That teen idol Robbie Williams is currently playing behind Sega's first Dreamcast cinema advertisement, and it sounds like the boy Robbie will be adding a few more of his hits to bolster Sega's campaign. Apparently two songs from Robbie's latest album, 'I've Been Expecting You', have been optioned by Sega for future Dreamcast commercials. At a guess we would said that at least one of these tunes will be 'Millennium', and is sure to conjure up images of Sega proclaiming to have the console for the next Millennium...



ago that Acclaim's Shadow Man was heading for Dreamcast – in spite of previous reports to the contrary – when a tell-tale DC logo appeared at the bottom of an ad for the game. Following a telephone call to Acclaim HQ, our inside source reluctantly revealed that the company was putting the finishing touches to a Dreamcast version of Shadow Man.

Vigilante 8's Comic Turn

Dreamcast Magazine has discovered that Activision's multi-format *Vigilante 8: Second Offense* racing shoot-'em-up is heading to the four-colour world of the comic book. Apparently the little-known American company Chaos Comics has secured the rights to produce a comic based upon the funky 70s-inspired game.

Writers from the *Resident Evil* and *Future Cop LAPD* licensed game comics have been brought in to draft some exciting *Vigilante 8* strips, which are due for publication in November – which, incidentally, is the same time that the game is due for release.

infoburst

Extra information

We've already brought you the news that Sonic Team are bringing *NiGHTS 2* to Dreamcast, but the shock news is that they have just announced that three more games are on the cards, but won't say what they are! They're going to announce a title a week throughout September, so we'll bring you more next issue!

SONIC TEAM

Tekken Tagged!

NAMCO DEVELOPING MORE TITLES!

Namco has stated that it is developing two further titles to follow up its inaugural Dreamcast release of *Soul Calibur*. Although the Japanese publisher declined to go into any specifics regarding the identity of these mysterious next generation games, it did state that one of them would be a port of a recent arcade originated beat-'em-up.

Well, considering that Namco has recently unleashed *Tekken Tag Tournament* on the world's arcade halls, guess which title we're betting on? Whilst we can all take a fairly educated guess that *Tekken Tag* is potentially heading for Dreamcast, what is the likely identity of the rumoured second Namco Dreamcast title? There are a couple of viable candidates, the names of which have been bandied about before. They are both shooting games, and they are both arcade hits. *Point Blank 2* and *Time Crisis 2* are both ideal Dreamcast games, which would further justify the existence of Sega's Lightgun peripheral (currently only being showcased with *The House Of The Dead 2*).

continued

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Sega Teams Up With Sky TV

> Sega Europe continues its canny marketing of the Dreamcast by signing a cross-promotional deal with leading satellite and cable broadcaster, Sky TV. One of the details revealed stated that the console will be offered for sale as a bundle along with a Sky set-top box.

continued>

Console Comparisons

PlayStation
Nintendo 64
Dreamcast

> We all know that the Dreamcast is a wonder machine for the next Millennium, but why? Here's a reminder of the crumbly consoles of yesteryear...

PLAYSTATION

The Past> There's no doubting that Sony have done extremely well with the PlayStation but it's weak 32-bit processors and low polygon count and resolution are starting to look decidedly rough-around-the-edges when compared to Dreamcast games.

The Future> Okay, so PlayStation 2 is coming but it's going to be expensive at $400 (that could equate to £400!) and a tricky double CPU will make it tough for developers to get the most from the system.

NINTENDO 64

The Past> More powerful, with a 64-bit architecture, but destroyed by Nintendo's slow software output and determination to use expensive, old-fashioned cartridges instead of compact discs, the Nintendo 64 will undoubtedly start to drop in popularity next year.

The Future> There are a few golden nuggets on the cards over the next few months: *Donkey Kong 64*, *Perfect Dark* and *Jet Force Gemini* are real corkers but then it's Game Over. They have a Dolphin project planned, but are being very secretive over it – if they don't ditch the carts they can forget it!

DREAMCAST

The Past> Sega Saturn – we don't like to talk about it.

The Future> Dreamcast represents a larger leap forward in videogaming than any PlayStation or Nintendo 64 owner would like to admit. Set up a Dreamcast game side-by-side with one from these older consoles and see which one draws a crowd – Dreamcast every time. Rest assured that you've made the right decision in choosing Dreamcast – the future's so bright we've got to wear shades!

PC Games Heading For Dreamcast

PC DC

> One of the strengths of the Dreamcast as a games console, from the point-of-view of the average game publisher, is the ease in which PC games can be converted onto it, thanks to its Windows CE operating platform. As a regular column in Dreamcast Magazine we present a look at what's coming from PC to DC. This month its the turn of the three 'Hs' – *Hidden & Dangerous*, *Hostile Waters* and *Half-Life*.

HIDDEN & DANGEROUS

Guilty Parties>
Take 2 Interactive

What's it all about?>
Set during WWII, you take command of an international squad of commandos, with the aim of bringing down those dastardly Nazis. Playing through a mix of first- and third-person perspectives, *Hidden & Dangerous* has proved to be mightily popular with the PC fraternity. It's emphasis on stealth and tactics is sure to appeal to *Metal Gear Solid* fans.

When's it coming?>
Hopefully early-2000, as Take 2 announced a Dreamcast conversion before the PC one even went on sale during the summer.

The Bottom Line>
Metal Gear Solid circa WWII.

HOSTILE WATERS

Guilty Parties>
Rage Software

What's it all about?>
Set on an aircraft carrier, *Hostile Waters* mixes mission-based strategy and action with an intricate plot scripted by one of the UK's leading comic book authors. Previews of the PC game have met with approval, and we hope to give the Dreamcast version a whirl at the ECTS tradeshow during September.

When's it coming?>
The PC version has currently been delayed, but both could go on sale during early-2000.

The Bottom Line>
Das Boot on acid.

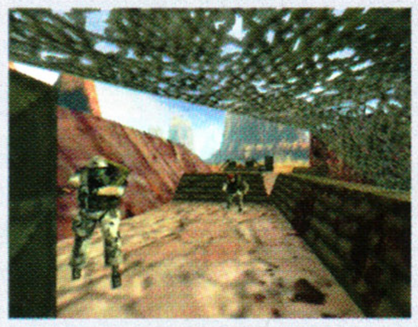
HALF-LIFE

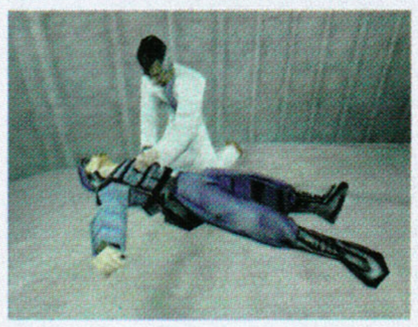
Guilty Parties>
Sierra Studio

What's it all about?>
Sierra and Valve (*Half-Life*'s developer) have only just started work on a Dreamcast conversion, so it probably won't see the light of day until mid-2000... but it will be worth the wait!

When's it coming?>
Hopefully early-2000, as Take 2 announced a Dreamcast conversion before the PC one even went on sale during the summer.

The Bottom Line>
The X-Files collides with Aliens.





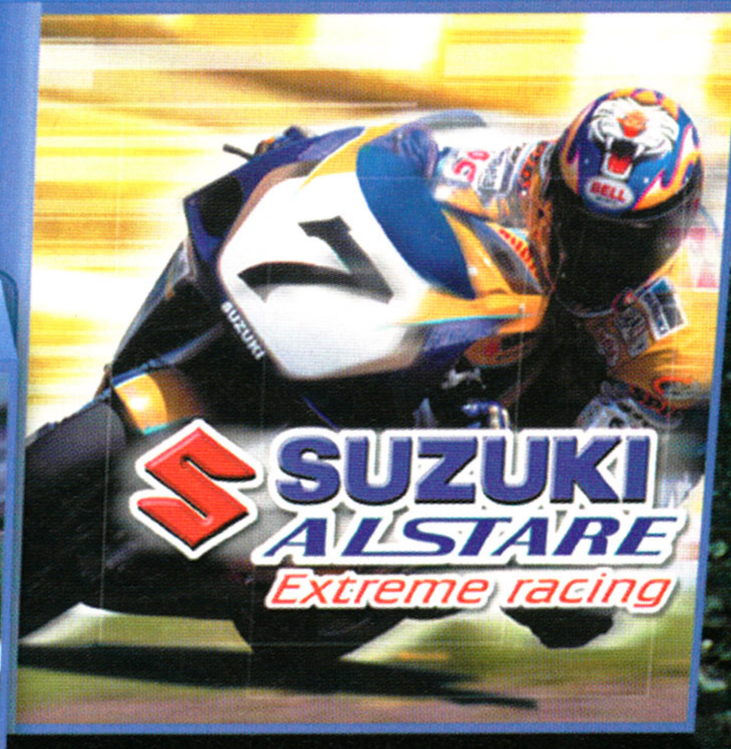
burn rubber.

American arcade racing
in true hot-rod spirit

COMING SOON

Cutting edge racing simulation game

COMING SOON



The official racing game
of the Suzuki Alstare Team

COMING SOON

live the dream.

RACE STARTS 23.9.99

Dreamcast

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Ubi Soft
ENTERTAINMENT

This is the console that the world has been w

On 14 October, console gaming history will be made with the launch of the Sega Dreamcast. This machine is Sega's hope for the future – a console that can finally allow one of the world's greatest game developers to take its ideas to the extreme. It is more powerful than anything that has come before it, and has been designed so that it can be upgraded when technology allows. You know you want one – you have to have one – and if preorders are anything to go by, you're not alone! But what is it that makes the console tick?

Live the Dre

aiting for!

WHAT'S IN A NAME?

It's a little known fact that the Dreamcast went through various names and companies before Sega settled on the model and design we see today. At one time there were two separate teams working on a new Sega console: American company 3Dfx were developing a console codenamed Black Belt while over in Japan VideoLogic were creating Dural, named after the end-of-game boss in *Virtua Fighter*. Sega eventually dropped 3Dfx and VideoLogic continued its work, with a new codename of Katana!

The final cost of developing Dreamcast was $50-80 million, with software development estimated at $150-200 million – with the marketing budget that's almost half a billion dollars!

am

Prepare to be Dazzled!

Everyone can quote endless lists of statistics and boast about the number of 'bits' a console has – but what does it all mean? We contacted Rage Software, who have been developing on Dreamcast for over a year now, and asked them to explain each area of the Dreamcast's technobabble so we can all understand it!

CPU

128-bit Hitachi SHE-4 running at 200Mhz
Capable of 360 MIPs (millions of instructions per second)

The number of 'bits' in a CPU refers to the size of information the processor can handle in one chunk. The SH-4 handles four times as much information at a time compared to the SH-2 which was the CPU at the heart of the Saturn.

The Dreamcast has a clock speed of 200Mhz. It's internal clock is responsible for keeping the different parts of the processor in sync. Put in terms of a car engine the SH-4 does a constant 200 Million revs per second... cool.

The MIPs is the most important figure in a processor spec. It gives you the max power of the machine. It's equivalent to the horsepower value for a car.

1.4 billion floating-point operations per second
3D calculations

In every 3D game you need to perform a huge amount of maths to work out where all the polygons are supposed to be, what all the lighting should look like and much more besides. Therefore the Dreamcast is equipped with a maths processor which can perform these operations at a much higher speed than the CPU. The Dreamcast's maths processor can perform 1.4 billion of these is many times more than previous consoles.

800+ MBytes per second bus bandwidth

The 'bus' in a console carries information between the various chips such as CPU, graphics chip and sound chip. Therefore a fast bus is essential to making a cutting edge console. After all there's no use in having blindingly fast graphics chips that can handle 3 million polygons per second if your bus can only supply the chip with 1 million! The Dreamcast has a bus which can carry 800 million bytes per second. A bit quicker than your number 73. Hmm.

continued >

Live the Dream

VISUAL MEMORY SYSTEM

TECH SPECS

CPU	Energy-saving 8-bit.
Memory	128K.
Sound	1-channel PWM.
Display	48 x 32 dot monochrome LCD.
Size	47mm (W) x 80mm (H) x 16mm (D).
Weight	45g.
Power	Button battery x 2, auto off function.
Control	D-pad, two fire buttons, two option buttons.

Dreamcast's peripherals are very sexy! Take the memory card, for example, Sega pioneered the PDA (Personal Data Assistant) idea when they released their Visual Memory System (VMS for short) before the Dreamcast in Japan. This handy little device is a memory card and handheld console in one. It plugs neatly into the Dreamcast joypad, lightgun or steering wheel and displays pictures and information while you play – all a snip at £19.99.

At its most basic the VMS will show the logo of the game you're playing, but it can go so much further if developers have taken a little time to make use of it. In a driving game you can have lap data, car status and customised warnings for the driver shown on the VMS, a fighting game can deliver new moves as you play by displaying them on the small screen or an RPG can feedback information on a character to the VMS, keeping it secret from the other players!

Pretty advanced eh? Well this is just for starters! The ultimate use of the VMS is as a stand-alone console. Some software titles will download mini-games into the VMS's 128K memory, which can then be played away from the Dreamcast. The first game to do this was *Godzilla* in Japan – the VMS was actually released on July 11, before the Dreamcast, with a *Godzilla* game already installed. You could buy a VMS at showings of the Godzilla movie and play the special game that allowed you to train up a monster Tamagotchi-style. This monster could then be uploaded to the Dreamcast game for you to continue playing – how cool? There are also *Mothra* and *Gamera* games available in Japan and games on the cards include *Boy Kanipan* and *Giant Gram Wrestling*!

Two VMS units can also transfer data from one to another by plugging the two together – this opens up a whole new world of chat up lines, "Fancy plugging our VMS units together tonight, darling?" The clever thing is that the VMS can also plug into Naomi arcade machines to transfer data between the Dreamcast and arcade versions of games – not bad eh?

STEERING WHEEL

Estimated price: £39.99

If you want the full racing experience with the multitude of driving games lined up for Dreamcast you'll have to get yourself a steering wheel! The Dreamcast wheel has a high quality build and is very responsive. You can even plug a VMS into it so that important race information can be relayed to the driver.

continued >

GRAPHICS PROCESSOR

NEC PowerVR2.

Capable of 3 million polygons per second peak rendering rate

The 'peak rendering rate' is a similar idea to a car's top speed. The PowerVR2 is capable of drawing 3 million polygons per second under optimum conditions. That's comparable to higher end PCs which can cost five times the price of Dreamcast!

Perspective-correct texture mapping

This feature allows texture-mapped polygons to appear correctly regardless of the angle you view them at. On some older games you might have noticed how walls and floors distort when you look at them from extreme angles.

Point, bilinear, trilinear and anisotropic mip-map filtering

To improve the Dreamcast's graphic output artists use mipmaps. Essentially these are smaller and simpler versions of a texture which are used depending on how far away a polygon is drawn. When combined with one of the Dreamcast's graphic filters (which smooth out the textures on the polygons) the resulting image is of a much higher quality.

Gouraud shading

Gouraud shading is a system used for applying colour and transparency to individual polygons. Essentially it allows you to set different colours for the corners of each polygon and the hardware will smoothly shade the area between the corners. This feature is used extensively in lighting.

Z-buffer

The Z buffer is a feature used to help the PVR2 display graphics correctly. Basically when a polygon is drawn each pixel's depth in the scene is recorded in the Z buffer. When the renderer attempts to draw over a pixel it checks to see the depth of the pixel already there. If the pixel already there obscures the new pixel to be drawn the renderer dosen't bother and moves on. This allows scenes to be drawn far neater. You may have noticed on older games and consoles that occasionally things seem to get drawn in the wrong order like a player might appear behind a wall or something when they are supposed to be in front of the wall. With the Dreamcast graphic glitches such as these are no more.

Coloured light sourcing

Lights can be any colour... but then they could on the PlayStation and Saturn!

Full scene anti-aliasing

This feature is used to make the final image look more natural. It basically smooths out the edges of polygons so they look more part of the scene.

ARCADE STICK

£34.99

If you're a hardcore beat-'em-up fan then you won't be without an arcade stick to play them with. This large based joystick has arcade buttons that are well spaced out so you can get to the punch and kick moves easily.

EXPLORING DREAMCAST

The front of the console has a pale grey Sega logo on the top, a 'Designed for Windows CE' logo to the side and four spaced out ports – these can be used for joypads, keyboards, steering wheels or even fishing rods!

Around the back you find the usual power socket along with an A/V for SCART leads or RF cables to plug into your TV. Finally there's a serial port to expand your Dreamcast's capabilities – this is where you will hook up to the internet!

From a top down view you can appreciate the cool design of the console, including the new blue spiral for the UK (it's orange in the rest of the world). There are power and open buttons, but no reset!

When you open up the lid you find a solid CD mechanism but little else. There are none of the exposed catches of the PlayStation, so disc swapping tricks here!

VMS

£19.99

Instead of a simple, boring memory card the Dreamcast has an all-singing, all-dancing Visual Memory System – see the special section for more on this ingenious device.

Hardware-based fog

The Dreamcast allows you to set up various settings for fog in games and subsequently the hardware will take care of the details.

Bump mapping

The Dreamcast has hardware support for bump-mapping. This allows textures to have depth. They can actually look bumpy instead of being purely flat.

16.77 million colours

Erm. 16.77 million colours? Yep! 16.77 million colours are potentially displayable on screen. I say potentially because unfortunately there are only 300 thousand pixels on a screen... hmm!

Hardware-based texture compression

The Dreamcast's hardware texture compression allows programmers and artists to compress textures by around seven times. All this extra space means we can display more, higher detailed textures with more colours than existing consoles. This allows games to look even better!

Shadow and light volumes

The PVR2 supports shadow and light volumes. This is a fantastic feature which allows the developer to create more realistic lights and shadows. Essentially it allows you to declare an area which you want to be in shadow and subsequently all polygons which enter that area will be correctly shadowed.

So if we were writing a football game for example... hint, hint... we could create shadows which cast realistically on to other players or any objects in the vicinity.

Super sampling

Super sampling basically allows the Dreamcast to render each frame at a higher resolution than possible to display on a TV and reduce it down cleverly to create a much better final image.

INTERNET READY

From day one Dreamcast will have email, Internet access and multi-player gaming as standard. This is a console first, and something Sega are very proud of. The console comes with a 36.6K modem built in and Sega have teamed up with BT and ICL to bring all Dreamcast owners access to the World Wide Web.

British Telecom will be responsible for the European network infrastructure and ICL take on the task of creating and integrating a Dreamcast internet service. Users will be able to access the internet for nothing more than a local call rate – there will be no access fee.

To take full advantage of these facilities you will, however, need a couple of extra bits of kit. There's a Dreamcast keyboard that Sega will make available after launch so that you can create your own email and they are also working with Iomega to create a Dreamcast version of their highly successful Zip drive. These Zip discs will allow up to 1MB of data to be downloaded from the Internet and stored.

The modem doesn't only allow the Dreamcast access to email and the net, on-line shopping is on the cards and multi-player gaming is at last a reality on a home console and the first game that will take full advantage of this will be *Sega Rally 2*. The UK version of the game will have a multi-player option that will allow up to four players to race against each other, even if they're thousands of miles apart! PC users have been enjoying this gaming luxury for years now and it was about time console gamers got in on the act!

What all this adds up to is a system that is fully Internet ready for under £200! When you consider that a PC that can do the same job would cost you nearer £1000, that's a big saving and a console first! If you're interested in the darker side of the internet you might be a bit disappointed though – Sega are working on a 'net nanny' style program that will block out any unsavoury material.

LIGHTGUN

£59.99 (with game)

When *The House of the Dead 2* is released in October you will have the option of buying it with a lightgun that you will be able to use with a wide range of shoot-'em-ups. There are slots in the gun for a VMS and Jump Pack, giving a good jolt when you fire.

SOUND PROCESSOR

- Yamaha Audio Core
- RISC CPU.
- DSP for real-time effects.
- 64 sound channels.
- Full 3D sound support.
- Hardware-based audio compression.

The sound hardware in the Dreamcast has a DSP (Digital Signal Processor) for real-time effects such as echo and reverb. It has a seperate CPU so it can leave the main CPU to do all the graphics and AI work. It can output 64 channels of audio and it supports hardware sound compression which allows us to use up to four times more sound memory at once.

FISHING ROD

£with game

When *Get Bass* is released in October the game will come with a fishing rod joypad! It sounds like a strange contraption, but it really works well! The rod has been developed by ASCii.

JOYPAD

£19.99

You can get yourself a second, third and fourth joypad for those multi-player games after the pub. They only come in one version so far though, no extra colours or styles.

KEYBOARD

£19.99

If you want to make the most out of your Dreamcast's email and Internet capabilities then you're going to have to get yourself a keyboard to go with the console. The Dreamcast keyboard is pretty standard, but has everything you need in one compact design.

The side of the UK Dreamcast has a removable plastic section. This is where the modem was in early Japanese consoles, but it will now act as an expansion port for future upgrades.

DC ESSENTIALS

Main Memory	16MB SDRAM.
Graphics Memory	8MB VRAM.
Sound Memory	2MB RAM.
Resolution	640x480 high resolution as in-game standard.
Special Features	Windows CE Operating System. 33.6 KBytes per second modem.
Sound	Supports AC-3 Dolby.
CD Drive	12X speed GD-ROM drive with custom 1GB capacity.
Save System	Joypad based, removable memory cards.
Controller	D-pad, analogue joystick, four fire buttons, dual analogue trigger buttons, start button, slot for peripherals.
Dimensions	190 mm (W) x 195 mm (H) x 78 mm (D)
Weight	2.0 kg

WIN!

Dreamcast magazine COMP!

A State-of-the-Art DVD Player from Infogrames!

1ST PRIZE!

- DVD Player
- Alien Quartet DVD Box set
- Terminator DVD
- Starship Troopers DVD
- Millenium Soldier Merchandise:
- Grey tie-up pants
- Exclusive record bag
- Exclusive laser quest set
- T-shirt

RUNNERS UP PRIZES

Loads of merchandise!

Dreamcast Magazine has teamed up with Infogrames to bring you the exclusive chance to win a state-of-the-art DVD player and some of the best alien blasting movies to ever grace the big screen. All this is to celebrate Infogrames' release of *Millennium Soldier: Expendable*.

The game, reviewed over on page 80, puts you directly into the thick of the action with some amazing weaponry and level after level of alien cannon fodder. It has some fantastic lighting effects, massive bosses to challenge your trigger skills and really shows off what the Dreamcast can do.

To win this fantastic prize, or get a runners-up prize, all you have to do is answer this simple question...

QUESTION

Name the ex-Take That singer who had a hit single with Millennium?

ANSWER

A. Gary Barlow
B. Robbie Williams
C. The other one with Orange in his name.

Send your answer on a postcard or the back of a sealed down envelope to:

Millennium Competition
Dreamcast Magazine
Paragon Publishing Ltd
St Peter's Road
Bournemouth
BH1 2JS

Entries should reach us by 2 November.

The rules to entering this competition are simple. The editor's decision is final. No correpondance will be entered into. Employees of Paragon Publishing or its sponsors Infogrames may not enter. Your entry should reach us no later than 2 November, 1999. All winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

POWER STONE™

to feel the power is to play the game

"Massively addictive, cleverly realised and simply ***beautiful*** to look at, Capcom`s ***Power Stone*** is truly a jewel in the Dreamcast`s crown." **Edge 9/10***

"***Power Stone*** is probably the closest any game on a home system has come to the ***coin-op quality*** that videogames have always strived for." **Arcade 6/6***

CAPCOM®

Dreamcast.

www.eidos.com

EIDOS INTERACTIVE

* Import/NTSC version reviewed.

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Dreamca

What Do You T

Well, by now you know that we think the Dreamcast is a pretty darn special piece of kit... but what do you think?

What's your name?
Lee
How old are you?
16
What do you think of the Dreamcast?
"This is the first time I've seen a Dreamcast – it's pretty smart! I'm definitely going to buy one."

What's your name?
Kane
How old are you?
10
Do you think you will get a Dreamcast when it comes out?
"I've heard of Dreamcast before, and I have only played *Sonic Adventure*. I'm not sure if I'll get one yet."

Dreamcast is up against some pretty stiff competition if it is to become a success in a crowded market. Sega Europe knows this, and has implemented an impressive advertising and marketing campaign to get the general public all excited about the potential of the world's first Internet-ready videogames console.

As part of its pre-launch marketing plan, Sega Europe has had a number of playable Dreamcast pods in cinemas and retail. So Dreamcast Magazine popped along to the local Odeon cinema to check out what you, the general public, think about the console.

ast: hink?

What's your name?
Nick
How old are you?
18
What's your opinion of Sega's new console?
"At first look, the Dreamcast looks very realistic. If I had the money at the time, I would buy a Dreamcast when it comes out. It's a good price, because at the rate prices are going up for PCs, you'd expect to pay £500."

What's your name?
Christopher
How old are you?
12
What's your favourite Dreamcast game?
"Until I came here, I'd never played on a Dreamcast. I like the boxing one (*Ready 2 Rumble Boxing*), but I prefer Sonic."

What's your name?
Jason
How old are you?
19
Dreamcast is only £199, what do you think of this?
"I'm definitely getting one, and the price is good because you can get on the Internet as well. I've played *Power Stone* and *Trickstyle*, but I think *Ready 2 Rumble* is my favourite so far."

So, that's what this lot thought... now, how about you?

Dreamcast Magazine would like – nay, love! – to hear what you think about Sega's wonder machine. Did you queue up on day one to be the first to have a Dreamcast? What game, or games, did you buy at launch? What games are you most looking forward to playing? If you have got anything to say about Dreamcast, we want to know. So, write to...

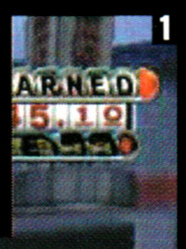
Dreamcast Magazine
Paragon Publishing
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

› Or get on-line with your Dreamcast and email us at: **nickr@paragon.co.uk.**

Hot in the Ar

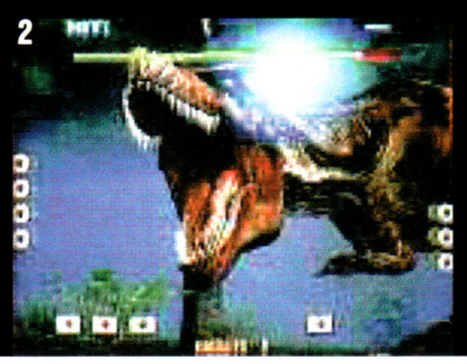
No matter which way you look at it, the Dreamcast has an exciting future with top quality games arriving from three sources: there are Dreamcast originals, PC conversions and updated versions of Sega's Naomi arcade games. Naomi is basically a Dreamcast in an arcade cabinet, so arcade perfect conversion are no longer the games of your dreams, they're the games on your Dreamcast!

1



[1] The idea of Crazy Taxi is simple – find a punter, pick him up, drop him off where he wants to go. **[2]** The T-rex in The Lost World will make you jump out of your skin! **[3]** Dead or Alive has some very interesting graphics! **[4]** You can even ride up steps in the brilliant Crazy Taxi! **[5]** How's about this for hi-res graphics in Dead or Alive? **[6]** Tecmo have given Namco a good run for their money with Dead or Alive. **[7]** Zombie Revenge is another top blaster from Sega. **[8]** They may be rare animals – but blast them anyway in The Lost World.

2



3

4

Crazy Taxi

"It's your job to cause the most chaos you can with a large yellow cab!"

Sega's AM#2 research and development department have gone and done it again! Their latest arcade creation is a fun driving game called *Crazy Taxi*, and as it runs on the Naomi arcade board it's well and truly on its way to the Dreamcast later on in the year.

[9] How many people do you know that get a taxi to the nearest Kentucky Fried Chicken? **[10]** No-one is safe in the pavement cafés! **[11]** Companies like KFC, Levi's and Pizza Hut gave Sega the plans to their buildings so these graphics are life like! **[13]** Woah! Sparks! **[14]** The freeways are scary! **[15]** Time to buy a few CDs.

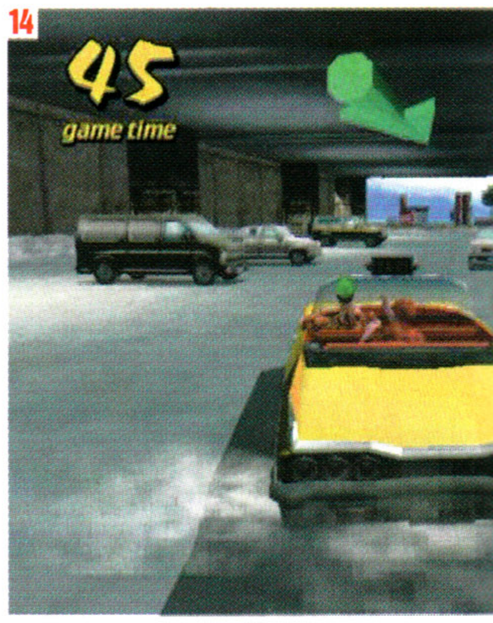
10

11

Sega's Naomi arcade machine is basically a Dreamcast with a very large hard disk instead of a GD-ROM drive.

13

14



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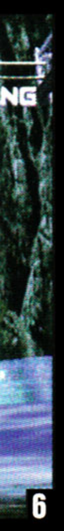

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5

8

NAOMI™

Tech Specs

CPU	SH-4 64-bit RISC CPU (200 MHz 360 MIPS / 1.4 GFLOPS)
Graphic Engine	PowerVR (PVR2DC)
Sound Engine	Super Intelligent Sound Processor (with internal 32-bit RISC CPU, 64 channel ADPCM)
Main Memory	32 MByte
Graphic Memory	16 MByte
Sound Memory	8 MByte
Media	ROM Board (maximum size of 168 MBytes)
Simultaneous Number of Colors	Approx. 16,770,000
Additional Features	Bump Mapping, Fog, Alpha-Bending (transparency), Mip Mapping (polygon-texture auto switch), Tri-Linear Filtering, Anti-Aliasing, Environment Mapping, and Specular Effect.

You get to select one of four characters, each with their own taxi revving up and waiting to pick up some fares. Instead of lightning fast speeds and race tracks *Crazy Taxi* is set around large, sprawling cities. Once inside the cab you must find passengers standing around trying to catch a ride. They will tell you where they want to go and then it's up to you to get them there on time. The cities are truly alive – the traffic lights work, other cars obey the rules of the road, people cross over the road at zebra crossings and others lounge around sipping tea in pavement cafés. It's your job to cause the most chaos you can with a large yellow cab! Once you've picked up a fare and are on your way to the destination the points start to rank up. There's an odd objective though – the more you scare your passenger witless, the more points you earn! Speed through a red light, down a one-way street the wrong way on get the car up on two wheels and you'll really be ranking up the points.

One other interesting addition to the game is the sponsorship from major retail companies. Not only do they have their logos plastered around but companies like Levi's, KFC, Fila and Pizza Hut have actually given Sega all the architectural details of their shops and restaurants! Another hit for Sega!

12

15

Zombie Revenge

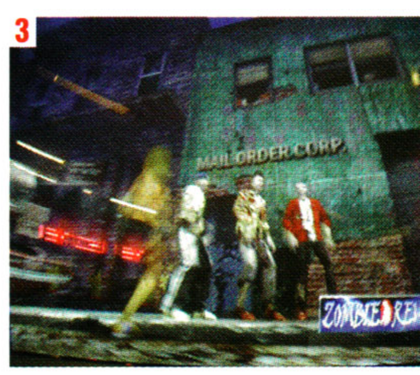
Cross Resident Evil with Virtua Fighter and you're getting somewhere close to Sega's brand new Zombie Revenge. It's a multi-player, multi-directional shoot-'em-up where you can take on the persona of one of three special agents sent to rid a town of a zombie infestation.

Scheduled to make an appearance in Japan on Dreamcast for Halloween the home version of Zombie Revenge has a bunch of extra features. New weapons, special items and some new modes of play – it will also be compatible with the Jump Pack, Arcade Stick and VMS – great stuff!

2

[1] You are given instructions on how to kill the zombies. [2] Zombie Revenge goes where The House of the Dead 2 feared to tread! [3] The Naomi graphics will convert perfectly to Dreamcast. [4] Pay attention now!

3



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continued >

Hot in the Arcades

continued

NAOMI GAMES IN DEVELOPMENT

Title	Publisher	Genre
Airline Pilots	Sega	Flight Simulation
All Japan Pro Wrestling 2	Sega	Sports
Boat Race 2	Sega	Racing
Crazy Taxi	Sega, AM3	Racing
Dead or Alive 2	Tecmo	Beat-'em-up
Derby Owners Club	Sega	Sports
Drift Out	Visco	Racing
Dynamite Baseball '98	Sega	Sports
Dynamite Deka 2	Sega	Beat-'em-up
F1 World Grand Prix	Video System	Racing
Ferrari 355 Challenger	Sega, AM2	Racing
Giant Gram: Pro Wrestling 2	Sega	Sports
Gun Beat	Treasure	Shoot-'em-up
House of the Dead 2	Sega	Shoot-'em-up
Justice Academy 2/Rival Schools 2	Capcom	Beat-'em-up
Kurutto Stone	Sega	Puzzle
Power Stone	Capcom	Beat-'em-up
Ring Out 4X4	Sega, AM1	Racing
Sega Buggy	Sega, AM4	Racing
Spawn Vs Street Fighter	Capcom	Beat-'em-up
Virtua Fighter 4	Sega, AM2	Beat-'em-up
Virtua Striker Version '99	Sega	Sports
Wild Ambition	SNK	Beat-'em-up
Zombie Zone/Zombie Revenge	Sega, AM1	Beat-'em-up

1

Companies developing for Naomi

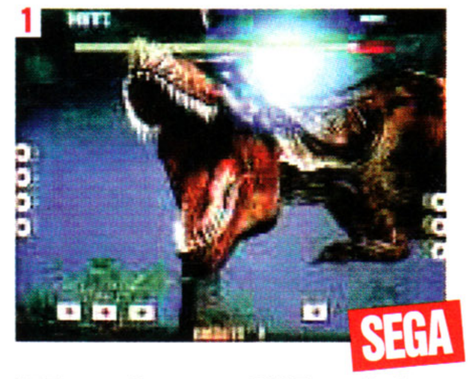
- Sega
- Capcom
- Tecmo
- Raizing
- Cave
- Sammy
- Psikyo
- Jaleco
- SNK
- Treasure
- Visco
- Video System
- Konami

[1] The Lost World is a sit down game – just as well with graphics this terrifying! **[2]** The Spitters have all the menace of their big screen cousins. **[3]** The rule in this game is – if it moves, shoot it!

2

[1] Tecmo's arcade game will soon be making a debut on a Dreamcast near you! **[2]** Every game should have a fighter with a really good cleavage – it acts as a decoy so that the female fighters can get the men right where it hurts!

1

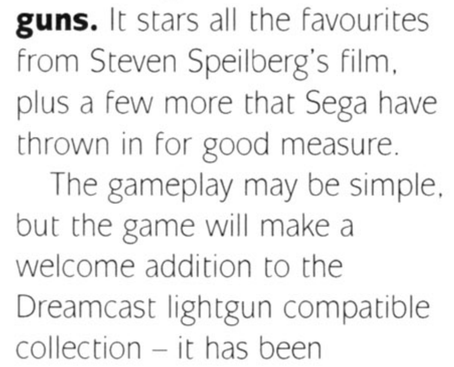


The Lost World: Jurassic Park

The arcades have been roaring to this game since 1997 – it's a shoot-'em-up where two players can attack the packs of marauding dinosaurs with guns. It stars all the favourites from Steven Speilberg's film, plus a few more that Sega have thrown in for good measure.

The gameplay may be simple, but the game will make a welcome addition to the Dreamcast lightgun compatible collection – it has been confirmed that a home version is planned for early next year with the original arcade developers AM#3 working hard to convert the arcade code to the Dreamcast. The rumour is that the original Jurassic Park arcade game will make it into the package too – possibly as a bonus for completing The Lost World!

2



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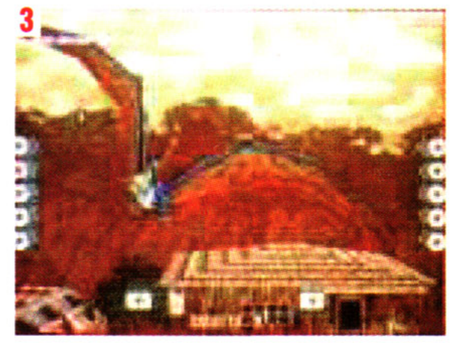

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[3] Tecmo's Dead or Alive 2 has a brighter coloured look to it than Namco's Soul Calibur. **[4]** The fact that Naomi games can be easily converted to Dreamcast is a real bonus for Sega. **[5]** You wouldn't want to mess with a girl like this... would you? **[6]** Look! No nipples! **[7]** So this is what Hulk Hogan is doing now!

6

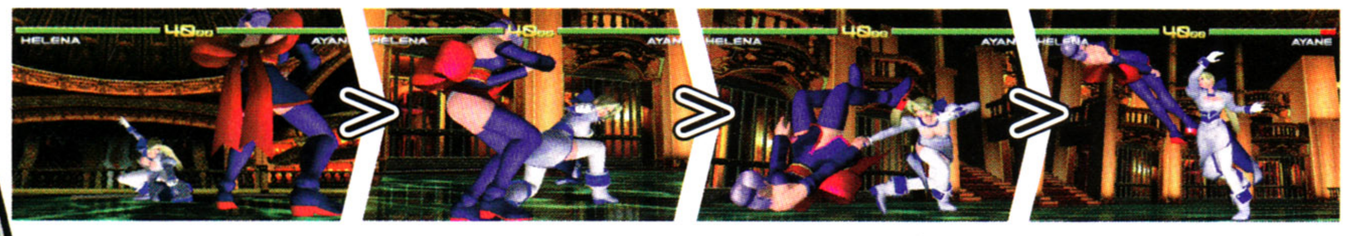
7

Dead or Alive 2

TECMO

There are many new characters featured in *Dead or Alive 2*, including Kasumi and Ayane, two sisters who think nothing of showing off their white knickers for all and sundry! Each character is made up of thousands of polygons, giving very realistic movement that has to be seen in action to be believed. As the characters are introduced, their stories are played out as real-time movies.

Tecmo are very proud of their game, and the techniques they have used to create it. The characters use Tecmo's 'ultimate full one-skin model' and objects and clothes use 'real-time dynamics simulation engine'. They certainly sound impressive, and you can see for yourself when the Dreamcast game is release later on this year.



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Dreamcast
NINTENDO 64
PlayStation
PC CD-ROM

the game

Dreamcast may be able to hook up to the Net, send email and spin the latest CDs but at the end of the day the majority of us will be using the machine to play games...

Soul Calibur

26

The most gorgeous fighting game ever comes exclusively to Dreamcast – find out all about it over on page 26.

Dreamcast Magazine ULTRA game

If a game scores over 90% then it gets awarded a Dreamcast Magazine ULTRA! Watch out for this logo on your game's packaging and in the ads – if it carries this logo it can't be half bad!

SOFTOGRAPHY

What fine games has the developer worked on before?

ESSENTIAL INFO

Find out who the publisher and developer are, when it's out, how many players and what percentage complete the game is.

ESSENTIAL INFO

Everything you need to know – the publisher, developer, price, release date, genre and country of origin.

VMS INFO

Sega's unique memory card and PDA has some unique features. They are all detailed in this special section, including information on any mini-games that can be downloaded into the VMS.

COMPANY WEBSITE

Check out the game on-line at the software company's website.

GAMEPLAY HIGHLIGHT

A look at one of the more breathtaking moments in the pre-production game.

ANTICIPATION RATING

The more the spiral is filled in, the more eager we are to play it!

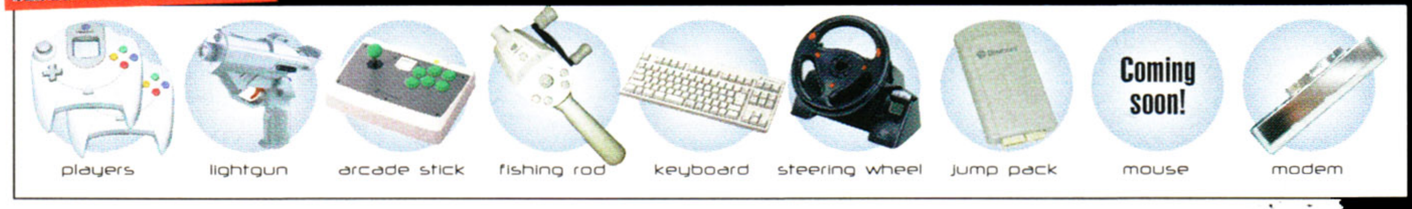
AWESOME MOMENT

A stand out moment from our lengthy playtest of the game.

review icon guide >

Dreamcast magazine

> You can find out all the essential information about a game by checking out these icons.



COMPLETE GAME LIST

NEW TITLES CURRENTLY BEING DEVELOPED

in development

Future games in-depth

All the games that are currently in development for Dreamcast are covered in our special 'In Development' features. We track down the developers, grill them on their creation and make sure we get a splattering of exclusive screenshots!

Soul Calibur	26	Mortal Kombat Gold	44
UEFA Striker	30	Soul Fighter	45
Shenmue	32	Trickstyle	46
M-SR	35	Racing Simulation: Monaco Grand Prix	48
Toy Commander	36	Resident Evil: Code Veronica	50
Shadowman	39		
Speed Devils	40		

EVERY NEW DREAMCAST GAME REVIEWED!

www.dream-cast.net reviews

If a game is available to buy – we'll have the definitive review! We don't simply rely on the opinion of one reviewer either – we have a team of expert gamesplayers and each review has a second opinion.

Sonic Adventure	52	Power Stone	74
Ready 2 Rumble Boxing	58	Millennium Soldier: Expendable	80
Sega Rally 2	62	Hydro Thunder	82
Virtua Fighter 3tb	66		
The House of the Dead 2	70		

COMING SOON TO A DREAMCAST NEAR YOU

forecast.

latest games previewed

There are so many games scheduled for Dreamcast release that are just waiting in the wings. In Forecast we bring you new screenshots of them all, and tell you exactly when you'll be able to buy them in the shops.

NFL Blitz 2000	90	Marvel Vs Capcom	94
Air Force Delta	90	Pen Pen	94
Street Fighter Alpha 3	90	Armada	95
Ecco The Dolphin: Defender Of The Future	91	CART Racing	95
Buggy Heat	92	Red Dog	95
Stunt Grand Prix	92	Wild Metal Country	95
Suzuki Alstare	92	Midnight GT	95
Vigilante 8	92	Rayman 2: The Great Escape	95
Castlevania	92	Take the Bullet	96
V-Rally 2	94	Deep Fighter	96
Seaman	94	EPGA	96
Sega Bass Fishing	94	Rallymasters	96
Blue Stinger	94		

www.soulcalibur.com

Has the Dreamcast's killer game arrived already? Coming from the same school as the worldwide smash *Tekken* series, prepare to be blown away by Namco's benchmark beat-'em-up!

Anyone who has played Namco's *Tekken* series and *Soul Blade* will be on familiar ground with *Soul Calibur*. You choose one uniquely-styled character from an initial line-up of ten, and then progress through six one-on-one combat stages, culminating in a penultimate duel between the chosen character's lead adversary and the final battle with *Soul Calibur*'s main bad guy, Inferno!

Successful fighters are rewarded with a still image slideshow describing what happens to the character following the defeat of Inferno and, in most instances, either access to a new playable character or battle arena. In all, there are a total of

Sou

Softography

previous works>

- Tekken 3
- Point Blank
- Time Crisis
- Soul Blade

namco

"Soul Calibur has arrived and, put simply, the beat-'em-up genre and Dreamcast will never be the same again."

MAKING AN EXHIBITION OF YOURSELF

Progress through the Mission Battle section opens up whole new features, including the visually breathtaking Exhibition Theatre. It is here that the Calibur combatants run through their combat moves, putting on a floorshow which doubles up as a stunning showcase. Pictured here is Edge Master, the guru of all things *Soul Calibur*.

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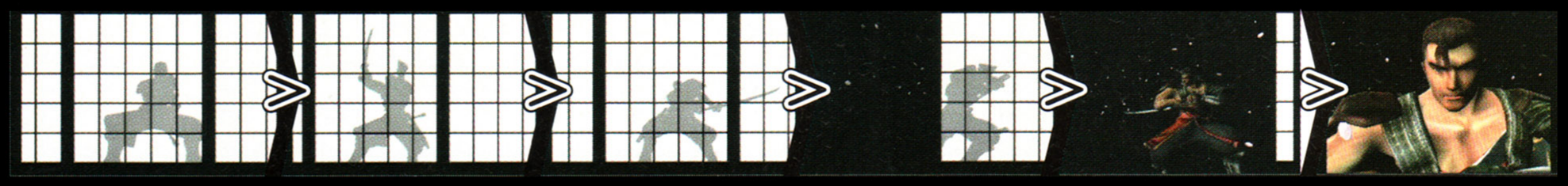
gameplay highlight

Namco has an established reputation for its high quality FMV.



[1] As you slash with a weapon, a translucent trail is left behind. [2] Still screenshots can't do this game justice – you really have to see it moving, then you'll be amazed! [3] The Edge Master is the ultimate fight!

ul Calibur

"Simple captured screenshots fail to do Soul Calibur justice"

[4] Namco have crammed many different gaming modes into Soul Calibur. [5] The game puts all other fighting games to shame! [6] The level of detail in the characters is something only Dreamcast is capable of. [7] Our covergirl, Sophitia, gives Kilik a good seeing to! [8] Game on!

obvious difference would be the graphics. Simple captured screenshots fail to do *Soul Calibur* justice – the skin tones, textures, lighting, fluidity of character animation, shadows, rendered backgrounds... there are so many graphical elements on screen of astounding quality that it is difficult to pin them all down.

19 playable characters, all of which initially have two different costumes, although persistent gamers can buy a third look (as well as different weapons) through *Soul Calibur*'s Art Gallery bonus option... but more on that later.

So, what makes *Soul Calibur* so different from other beat-'em-ups like Tekken and *Soul Blade*? Well, since the basic gameplay remains the same, the most

High Calibur

Since *Soul Calibur* is a full-on 3D beat-'em-up experience, players can dodge and circle around their opponents with full freedom of movement. After many hours of practice, you'll soon be able to work out a viable combat strategy that will allow you to dodge blows, whilst allowing you to jab or throw your opponent from the side.

continued>

website | www.soulcalibur.com

continued >

1

Going up against a computer-controlled opponent is one thing, but *Soul Calibur* takes on a whole new meaning when you get some friends gathered around the Dreamcast. As well as the standard one-on-one Versus mode, multi-player gaming fans can ply their combat trade via *Soul Calibur*'s sublime Team Battle option. Up to eight characters can be selected at any one time, to go head-to-head against your opponent (or opponents) – this mode has become a regular fixture during Dreamcast Magazine lunchbreaks, as well as a motivation to come in before office hours to squeeze in the odd game or four before work starts.

Soul Survivor

Single gamers are well catered for as well. There's the Survival option which, as its name suggests, is based upon the player defeating as many opponents as he/she can before they are knocked out. Inexperienced players, or those who want to hone their skills, can opt for the Practice option and work out what moves their character is capable of. Stat addicts can go for gold in the Time Attack mode, in a bid to get first place in the *Soul Calibur* hall of fame. However, the best gaming mode on offer is the Mission Battle feature.

This is the bread and butter of *Soul Calibur*. As, from here, gamers can open up previously unseen features, new costumes, weapons and battle arenas. Mission Battle takes place on a world map, with only one location being accessed at first. This initial section pits you against the Edge Master, who requires the player to complete a number of relatively simple tasks – like throwing him from four different angles, or defeating him within a tight time limit. Successful completion of Mission Battle tasks gives players points, which can be exchanged for items in the Art Gallery feature.

Soul Food

As mentioned before, completing the game in the Arcade mode opens up the Museum menu. This eventually grants access to all manner of weird and wonderful features, like the Art Gallery, Battle Theater, Character Profile and Exhibition Theater where each character runs through a demonstration of their moves and abilities).

ART FOR ART'S SAKE

Whenever you complete *Soul Calibur* in either Arcade option or Mission Battle mode, you are awarded points. These in turn can be transferred for pieces of art in the Art Gallery. As well as being beautiful examples of the amount of work that has gone into the design of *Soul Calibur*, some of them also have the added bonus of unlocking new costumes, levels or other features within the main game. How's that for an incentive?

The more you play *Soul Calibur*, the more you get from it, and it will be a very long time before even the most ardent of gameplayers will have seen everything this marvellous game has to offer. Namco has also included an Internet option that will eventually allow gamers to download new levels, costumes and weapons for the characters – this should be very interesting! Such foresight will only increase *Soul Calibur*'s longevity.

Soul Calibur is reason alone to rush out and buy a Dreamcast.

[1] At last! Arcade quality graphics and gameplay in the home! **[2]** Some of the special moves are truly earth shattering! **[3]** Soul Calibur includes monsters and freaks as well as normal fighters. **[4]** Cervantes – straight from the set of Carry on Columbus! **[5]** Nice armour, shame about the hair-style!

2

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coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating **Dec**

Publisher	Sega
Developer	Namco
Players	1-2
% complete	100%

summing up> **Don't be under any doubt, *Soul Calibur* is the greatest beat-'em-up ever developed, and it's only on Dreamcast! Best start saving up for the game now.**

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Dreamcast

UK DREAMCAST GAMES

Due to the immense extra pleasure that you will get from your Dreamcast by playing games online, we strongly advise against buying imported games or machines. You can ONLY play online with a UK machine and UK games.

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Buggy Heat	£33.99	r.r.p £39.99
Cool Boarders	£33.99	r.r.p £39.99
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Echo the Dolphin	£33.99	r.r.p £39.99
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House of the Dead 2	£33.99	r.r.p £39.99
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Pen Pen	£33.99	r.r.p £39.99
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Soul Caliber	£33.99	r.r.p £39.99
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Trick Style	£33.99	r.r.p £39.99
UEFA Striker	£33.99	r.r.p £39.99
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Virtua Fighter 3tb	£33.99	r.r.p £39.99
World League Soccer	£33.99	r.r.p £39.99

All the games below will be available prior to Christmas this year. Ring or visit our web site at www.gameplay.com for a more up to date schedule.

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Cue Ball	£ CHEAPEST	r.r.p £39.99
Hydro-Thunder	£ CHEAPEST	r.r.p £39.99
Marvel vs Capcom	£ CHEAPEST	r.r.p £39.99
Mortal Kombat Gold	£ CHEAPEST	r.r.p £39.99
NFL 'QBC 2000'	£ CHEAPEST	r.r.p £39.99
Re - Volt	£ CHEAPEST	r.r.p £39.99
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rage software

[Left to right] Steve Williams, Programmer, Tony McCabe, Lead Programmer, Dave Clarke, Programmer, Paul Kerby, Programmer, Ant Argentieri, DC Lead Programmer, Steve Johnson, Artist, Lee Seabridge, Artist, Gordon Theobald, Artist, John O'Dowd, Audio Programmer.

[1] Rage have been creating Striker games for a while now on other systems, but this is their first attempt on the Dreamcast – if this is a first attempt just imagine what they'll do for Striker 2! **[2]** The goal net moves just like it would in real life. **[3]** When you take a goal kick you get a pointer to show where the ball will go.

To kick off the arrival of football gaming on the Dreamcast, we visited Rage's Birmingham offices to interview the soccer-mad programmers who created this masterpiece of sporting simulation!

UEFA Striker

ON THE CASTING COUCH WITH... Rage

Dreamcast Magazine: What was your primary consideration when you approached the project?

Rage: I think one of the key aims was to create a game that was as near to a real game of football as we could. We spent a lot of time talking to footballers and coaches – Ruud Gullit, Glenn Roeder – to try and create the best model from the data they supplied. The players in the game use the same 'rule set' as real football players.

DM: What kind of experience can gamers expect from *UEFA Striker*?

Rage: A realistic football game – particularly in terms of pace and positioning. One of the most important things in football games is pace. Football is a fast, fluid, game and I think a videogame should match the pace of a real football match. All the in-game physics are based on the real things. We use real-scale measurements in the game, so we can compare everything with the real game The best players can do 100m in approximately 10.5 seconds, they can hit shots at up to about 95 mph. Although the pace of the game may be accurate, it does not always mean that people can play it – so we have added an option to allow the user to select how fast he wants the game to run.

DM: What features of *UEFA Striker* are you particularly proud of and why?

Rage: I think the training and certification system is very original and helps to add depth to the game. I also like the classic matches and territories cups. I'm also really pleased with the graphical quality of the Dreamcast version – most people who have seen it have been stunned. But I guess the thing we are most proud of is the control system.

We have tried to make the control system consistent and easy to pick up. For example the pass button passes the ball to a player in the direction you are aiming. It does not matter if you are taking a normal kick, a header, a volley, a corner or a throw-in – you will always attempt to pass the ball in the direction you press.

gameplay highlight

There's not just one way of scoring a goal you know...

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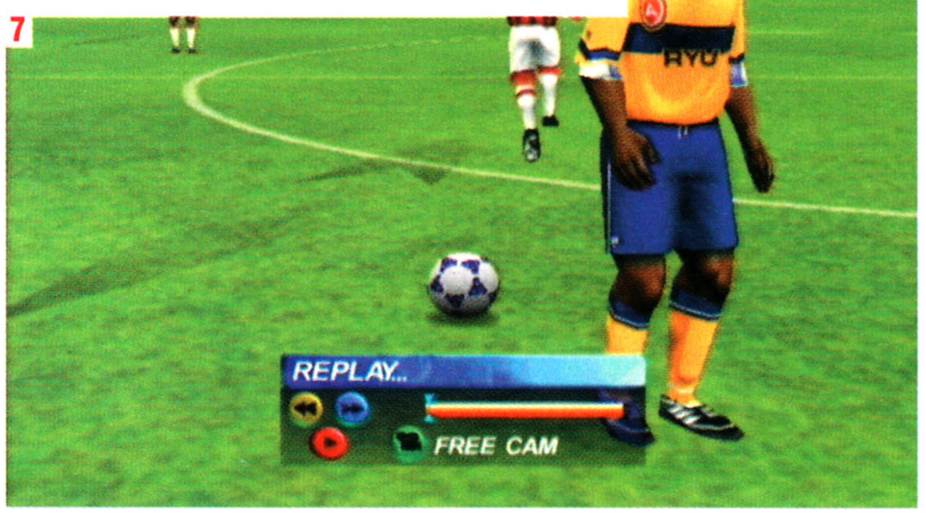


8

[4] As the players come out of the tunnel they shake, warming themselves up. **[5]** The motion capture is really impressive. **[6]** Just look at the detail on these players – you can almost recognise soccer celebrities! **[7]** You can replay any part of the game. **[8]** Goal! The players dance for joy!

"The players in the game use the same 'rule set' as real football players."

THEY THINK IT'S ALL OVER...

› Rage roped in soccer supremeos Ruud Gullit and Ron Atkinson to commentate on *UEFA Striker* so it should be good!

One important feature, is the instant response. When you release the button to perform an action – the action starts immediately. The CPU will work out the first time that you can meet the ball and use whichever action will get there. Rather than being on certain button 'combos', it is the timing and position of the player that decides which action you perform. For example, it is possible if you were trying to do a header, if you get your timing and positioning wrong, you may end up doing a volley instead, but I figured that a volley at goal is better than a header that misses the ball!

DM: What were your influences during the development of *UEFA Striker*?

Rage: When we started thinking about this game, some two years ago, it was not really based on anything that was available. At that time, I found football games incredibly frustrating to play – you often seemed to be fighting the control method rather than trying to play football.

So we decided to write a game which didn't have the annoying wait whenever you pressed a button – one which allowed you to play the ball straight away. Since that time, *ISS* and *FIFA* have both improved in this respect, adding one touch passing features – but in *UEFA Striker* this is fundamentally how you play the game.

We also wanted to make the game play like a real game of football. I guess football itself was the biggest influence – we studied that more than any specific game.

DM: Any plans for a follow-up?

Rage: At the moment, we're waiting to see how well the latest UEFA version is received. The football market is very competitive – there are some great titles around. At Rage we're very pleased with how well *UEFA Striker* has turned out, but it is obviously very important to see what other people think of the game. At the end of the day – we wrote the game for them, not us!

DM: What is the Dreamcast like to develop for?

Rage: Overall it's a pretty well laid out machine. It's fairly straightforward to program and the hardware has some nice features such as 4-bit alpha channels and volumetric shadows which allow us to produce some interesting graphical effects. A big factor in deciding how easy it is to develop for a hardware platform is the support you get from the manufacturer. Sega have been pretty helpful – giving library support and code examples.

coming soon to your Dreamcast ›

Dreamcast magazine

anticipation rating Oct

Publisher	Infogrames
Developer	Rage
Players	1-2
% complete	95%

summing up› ***UEFA Striker*** **won the toss, but Sega's own *Sega Soccer* will soon be on the pitch and kicking hard – which game will win the league? We'll have to wait and see!**

in development

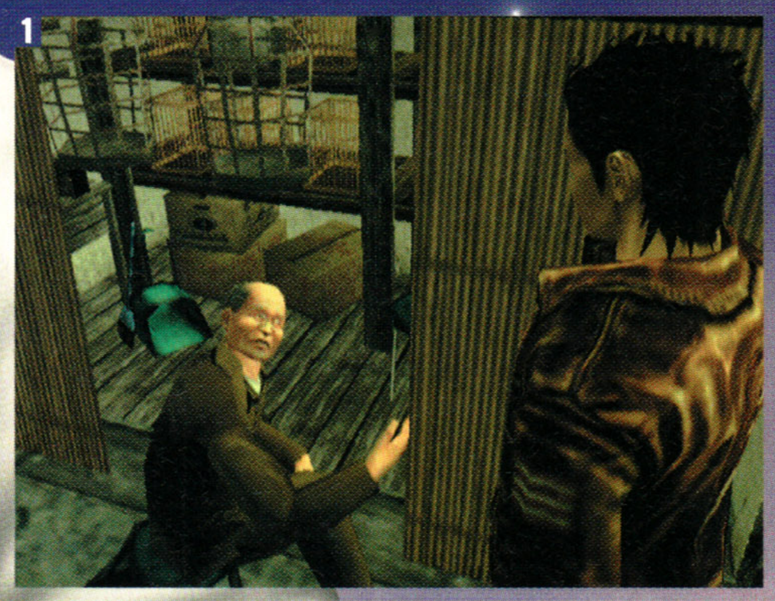
>www.dream-cast.net
future games in-depth

website | www.shenmue.com

Shenmue

It may look like a sophisticated RPG but Sega's master craftsman, Yu Suzuki, has created a whole new genre for his Dreamcast epic – FREE, or Full Reactive Eyes Entertainment. Videogames will never be the same again!

He's been responsible for nearly all of Sega's big hits. From the early arcade successes of *Out Run*, *Hang On* and *Space Harrier* to the revolutionary *Virtua Fighter* series, Yu Suzuki has been worth his weight in Yen to Sega! A couple of years ago he decided that the *Virtua Fighter* games should go in a new direction, and set about creating a role playing game starring Akira, Pai, Jeffry and the rest of the gang. Just like all the best ideas, Yu Suzuki's new game evolved and soon started to shape up into something bigger even than *Virtua Fighter*! As the home version of *Virtua Fighter 3tb* was also in development, it was decided that the characters should be retained for the fighting game only, and *Shenmue* was born!



[1] "Look, all my cages are empty." You should listen to all the characters – their ramblings might be important. **[2]** "Want to see some puppies?"

softography

previous works>

- Virtua Fighter Series
- All Sega's arcade classics

yu suzuki – sega

gameplay highlight

You have to be quick if you're going to come out on top in these fights!

"During development it was clear to all that one instalment simply wouldn't do Yu Suzuki's ideas justice"

[3] The graphics in Shenmue will astonish you! [4] You almost feel like you could sit down and have a nice cup of tea! [5] The hero of the story, Ryo Hazuki, is renowned in China for choking chickens.

Brilliant Realism

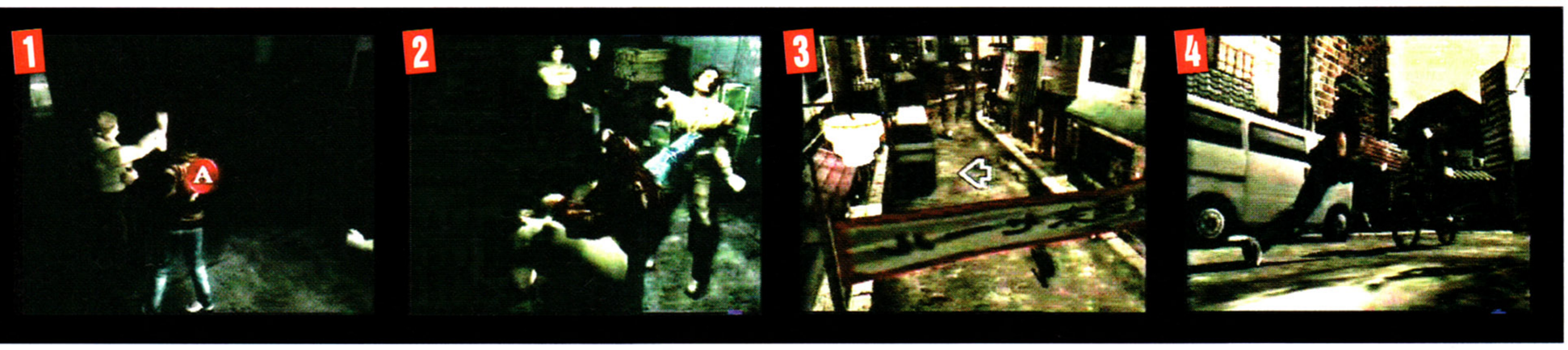
Shenmue takes many traditional videogaming elements and combines them together to create what promises to be the most realistic videogame ever created. Sure, there are role-playing scenes, but this is no RPG. The game is so revolutionary that Sega had to create a new genre for it to fit into – FREE! Meaning Full Reactive Eyes Entertainment, what this boils down to is that

IT'S A VIDEOGAME REVOLUTION!

Yu Suzuki's *Shenmue* includes so many original features, it's hard to fit them all in to an 'In Development' feature, so over the coming months we'll be taking a closer look at the game as development progresses. Here's a sneak preview of the unique elements you'll soon be able to enjoy on your Dreamcast...

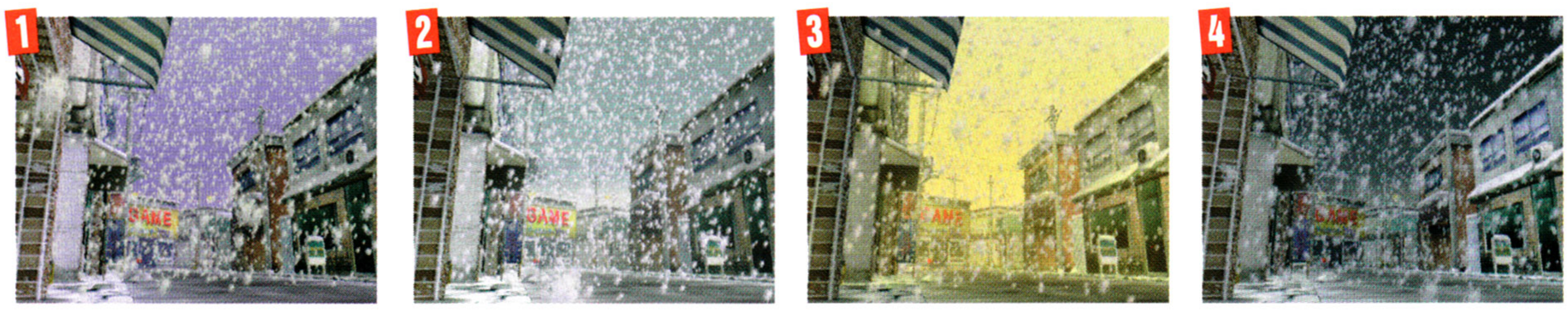
Quick Timer Events

Ryo can turn a corner find himself in a quick reaction situation. In a Quick Timer Event buttons and arrows appear on the screen and you must hit them quickly to keep up with the action.



Weather Conditions

Shenmue **is planned to be such a mammoth game that it should take you a long time to complete it. In fact, if these shots are anything to go by you will pass through a few seasons.**



Time Lapse

You can revisit the locations as many times as you wish, but as the game has a timeline, the time of day will be different each time you return. The lighting effects used to give this effect are simply outstanding.

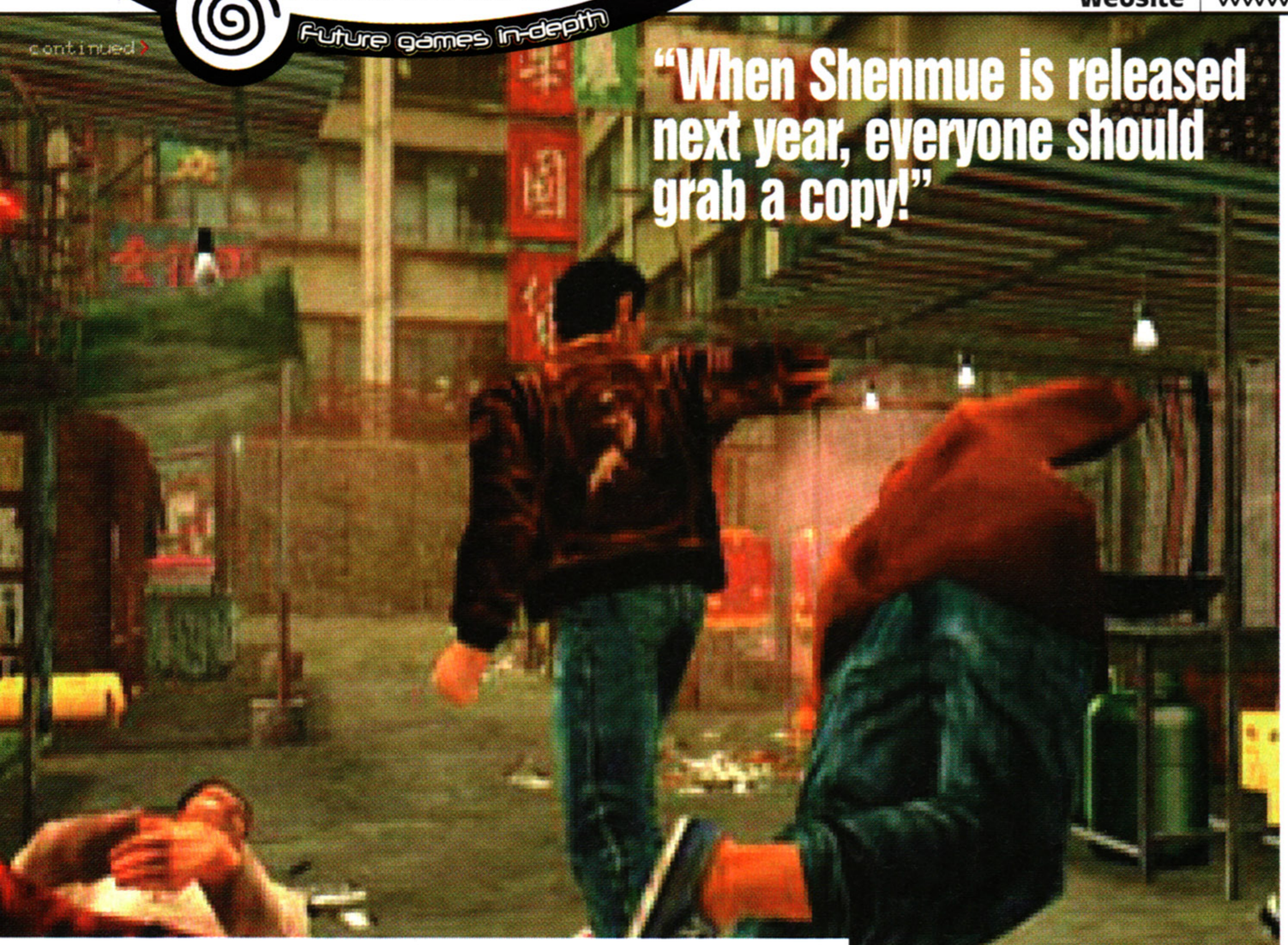
Facial Expressions

No other console is capable of this! When characters talk in *Shenmue* they don't simply open and close their mouths – all the facial muscles have been individually animated giving the most realistic looking faces to ever appear in a game !

continued >

website | www.shenmue.com

continued>



[1] The action scenes will test your joypad skills. [2] You can tell by the look of the characters that they're from the same stable as Virtua Fighter. [3] "Got any windows that need washing?" [4] It's a good job they don't get much rain in China!

the game is true to life and very realistic.

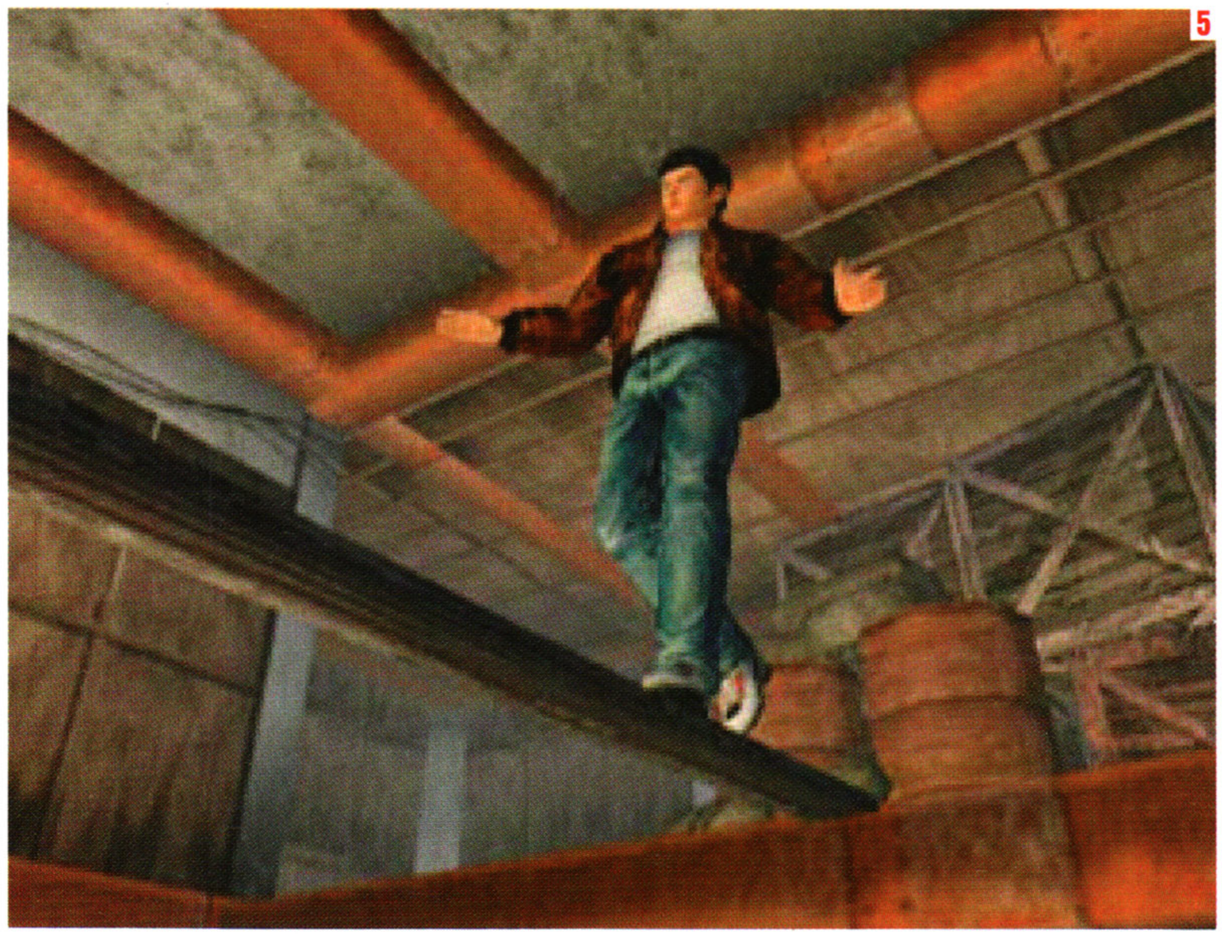
The star of the show is Ryo Hazuki, a young man who travels to Hong Kong when his father dies to investigate the suspicious circumstances surrounding his death. His journey will take him to the Chinese mainland and he will meet many characters along the way – some good, some extremely undesirable!

There are two distinct modes to *Shenmue*: action and exploration. The action mode gives you a feel for what the game would be like if it had stayed a *Virtua Fighter* spin-off with 500-plus characters to fight against and a range of special moves available to Ryo. Exploration mode gives you the chance to search the faithfully reproduced Asian cities – the level of detail will astound you.

Multiple Instalments

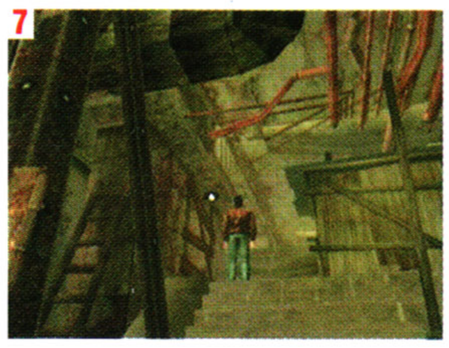
This game is a monster! It was originally planned to be a single adventure that would release in Japan earlier this year, but during development it was clear to all that one instalment simply wouldn't do Yu Suzuki's ideas justice. Sega now plan to release *Shenmue* in two parts: Mainland China and Yokosuka with possibly more to follow on later.

There is so much Japanese speech in the game that translating it all into English is going to be impossible. This is bad in that we will have to play a subtitled version of the game, but also has a plus side – it means we get *Shenmue* over here much faster! When *Shenmue* is released next year, everyone should grab a copy! It's the game your Dreamcast was made for!



[5] "Quick mum, look at me!" [6] There are many scenes in the game that you have no control over – it goes into autopilot! [7] Sega are initally releasing Shenmue in two parts in Japan, with further extensions to the series planned for the future.

[8] It's not all action – there are many scenes in the game where careful exploration and deciphering of clues is needed to progress. [9] The characters in the game react as they would in real life – so falling from a building is a big no no! [10] Shenmue is pure quality.



coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating Jan 2000

Publisher	Sega
Developer	In-house
Players	1
% complete	70%

summing up> ***Shenmue*** **is set to turn the world of videogames on its head! The game will set new standards in gameplay, graphics and depth.**

M-SR

softography

previous works>

- Furrballs [Dreamcast, TBA]
- Formula 1 '97/ Championship Edition [PC/PS]
- Formula 1 [PC/PS]
- Wiz 'n' Liz [Mega Drive/Saturn/Amiga]
- Fatal Rewind [Mega Drive/Saturn]
- The Killing Game Show [Amiga]
- Combat Crazy [Commodore 64]

bizarre creations

Sega feel the need, the need for speed with an adrenaline-fuelled racer that looks photo-realistic. Can our senses take any more without overloading?

"a stunning city based racing game set amidst the metropolitan highways of Tokyo, San Francisco and London..."

[6] Extravagant car designs feature heavily in M-SR, giving the game a unique look. They must have been working around the clock to pull this off! **[7]** Forget the rest, M-SR is spectacular. It's quite possibly the nearest thing you'll ever get to driving a real car in terms of graphics. Just look at the background detail. It's totally awesome.

"Racing fans demand exciting, challenging, adrenaline-rushing realism, and at Sega Sports, we are dedicated to making this a reality," claimed Bernard Stolar, president and chief operating officer of Sega of America at a recent press conference. He then proceeded to extol the virtues of 3D graphics, fuel-injected gameplay and the manner by which Sega intends to revolutionise videogaming. This may sound like the kind of corporate rambling which real gamers tend to ignore, but *Metropolis – Street Racer* is one of these titles and it's being steered to completion by industry veteran Bizarre Creations; a UK based development team.

Take a City Break

M-SR is a stunning city-based racing game set amidst the metropolitan highways of Tokyo, San Francisco and London. There's no speed limit (as if we'd take any notice) and there are two completely different modes of play. The first of these is 'Classic Arcade', which invites players to try out standard options such as Championship and Time Attack modes. Second is 'Gang Battle', a 'progressive and immerse' gang-related racing challenge.

Bizarre Creations are evidently attempting to reel in casual gamers and die-hard racing fanatics in one fell swoop. *M-SR* has been in development for well over a year-and-a-half now, and the plan was to release the game in time for the Dreamcast European release on 23 September, but in a recent declaration Bizarre Creations believe that Christmas is more realistic. A shame, but judging by the incredible detail of these screenshots, it's going to be well worth the wait.

[1] M-SR features some of the most gorgeous car renders we've ever seen. Much of the action takes place at night. **[2]** The backgrounds are extremely detailed and, more impressively, the horizons are loooong. **[3]** Replays will be spectacular, as will the in game action. **[4]** Each course is bathed in real-time light. Expect a game which plays, feels and looks like an arcade game. **[5]** As a specially created title for the console, M-SR has been designed to show off the incredible features the Dreamcast possesses.

coming soon to your Dreamcast >

Dreamcast magazine

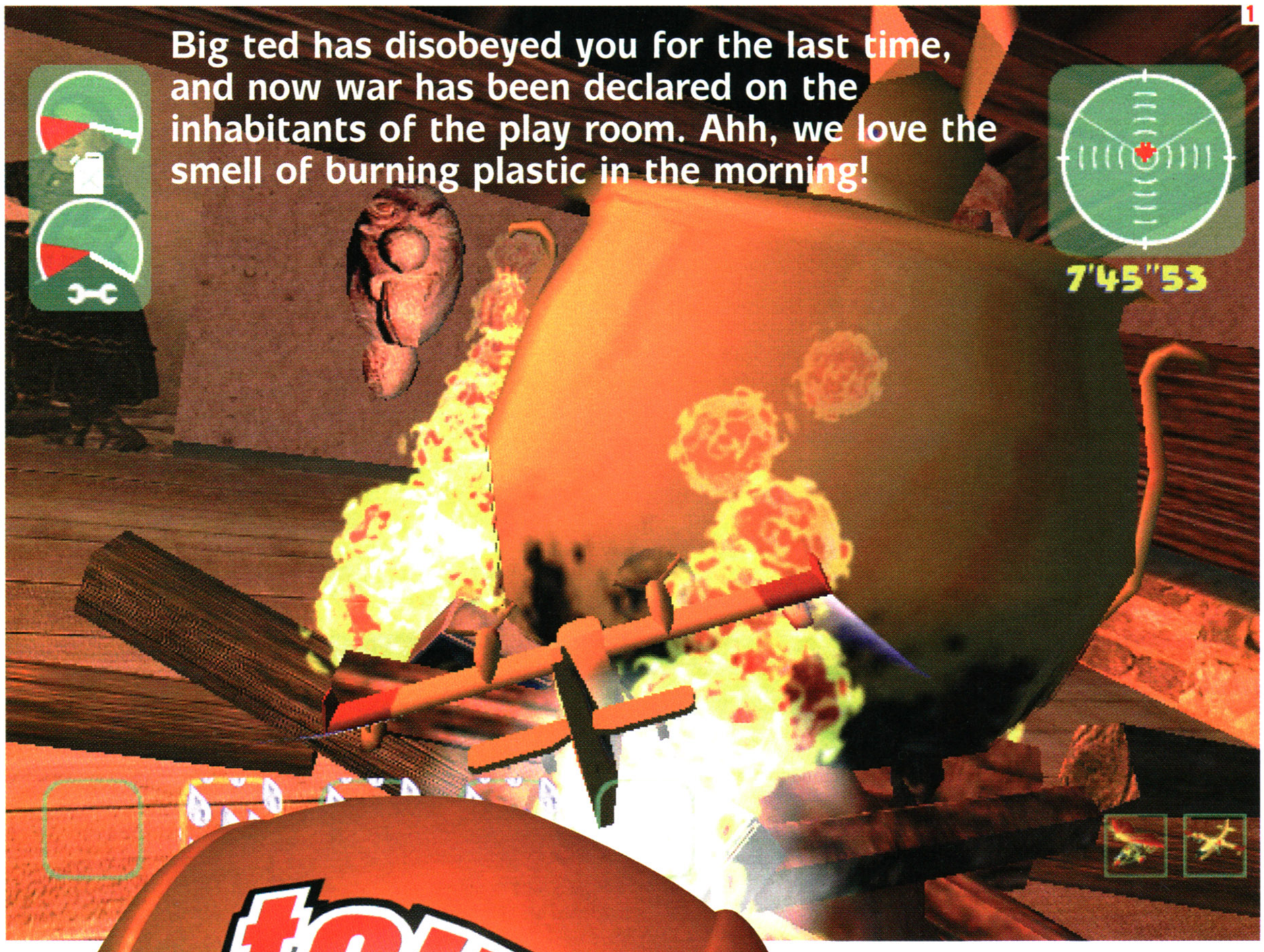
anticipation rating Dec

Publisher	Sega
Developer	Bizarre Creations
Players	1-2
% complete	75%

summing up> **The mere fact that Bizarre Creations aren't hamming out *M-SR* for the launch is encouraging enough. They're obviously serious about getting it spot on.**

website | www.nocliche.com

Toy Comma



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[1] This game will bring the child in all of us to life – anything you did with your toys you can do in the game! [2] Just as if a child were controlling the toy you can climb up and crossover walls and onto the ceiling. [3] The racing circuits are made up of items that are lying around the house, very akin to Codemasters' Micro Machines.

3

Imagine putting a rocket up Buzz Lightyear's plastic behind, or sending a lynch mob after Woody to bring the gangly cowboy to justice! From new developers on the block, No Cliché, comes a game that declares war on all toys!

Don't let the name fool you though, although the game is called *Toy Commander*, it is by no means for kids, it is merely based on the twisted imagination of youth, and will appeal to everyone young at heart.

In the game you take the role of Guthy, a little boy, whose toys have started to rebel against him. The ringleader being one very annoyed teddy bear. As Guthy, you control a legion of over 35 different toys (including jeeps, tanks, planes and helicopters) to bring the upset ones back on side. The best way to describe the action of the game is to imagine that when you were young and you were holding a toy plane, for instance, and you pretended it could fly around the room, you believed it really was flying. Now turn the flight-assisting arm invisible and the toy really does come to life.

gameplay highlight

The missions are a mixture of strategy, racing and war game styles.

nder

softography

previous works>

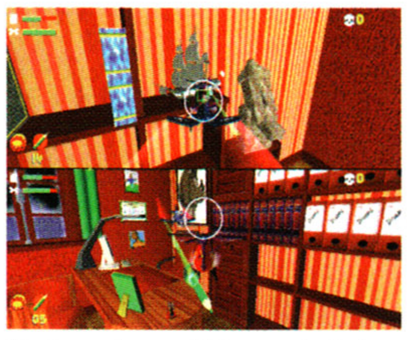
- Alone in the Dark
- Little Big Adventure 1 and 2 (as Adeline)

no cliche

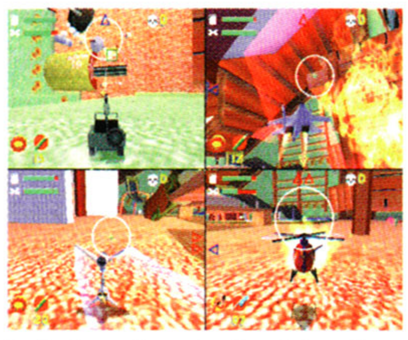
"The battle of the plastic will take place in all of the various rooms of a house – the kitchen, lounge, playroom, parents' bedroom!"

Gentlemen, choose your vehicle

The main draw of *Toy Commander* has to be the deathmatch modes. Yes 'modes'. You and three other players will be able to take part in one of three battles: sheer deathmatch, capture the flag and cat and mouse. Before battle commences you choose which vehicle you want to play then scour the room for weapons and other power-ups. If however during the fight you find your vehicle isn't up to the action you can change it, though you will need to collect weapons all over again.



The two-player split-screen is fast and furious – there's hardly any slow down as you race around!

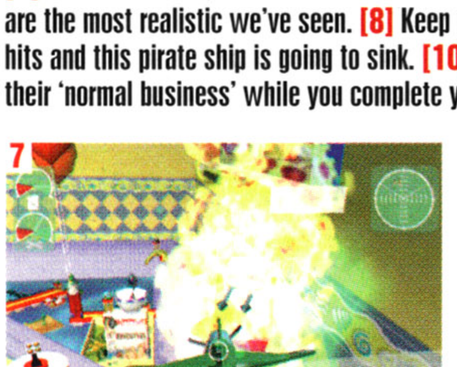


In the four-player deathmatch mode however, there is no room to take a breath. Just keep your wits about you.

Fire in the hold-all

Freedom within the game is immense; take for example the kitchen area, when you're controlling the truck, you can drive it across work surfaces and push objects out of the way, sending ketchup bottles crashing to the floor, or shoot the dial on the food-mixer to turn it into a potential death-trap. In the same way you can turn on the hob and taps. On the floor of the kitchen mice are running amok and there is a cat napping in the corner, you could leave him, but the overwhelming temptation to pop a cap at him and wake him up is too much! Why be nice?

[4] How can you resist shooting that fat cat? If you annoy him enough he'll walk away in a mood – nasty creatures. [5] Mid-air dogfights are guaranteed to get the adrenaline pumping. If you fire at the microwave you turn it on. [6] Those cat food cans look precariously balanced. With a little nudge they'll go crashing to the floor.



[7] In the bathroom, take out the sub that's lurking in the sink. The explosions and smoke are the most realistic we've seen. [8] Keep firing to take this boss down. [9] Any more hits and this pirate ship is going to sink. [10] The detail is astonishing, some toys go about their 'normal business' while you complete your missions.

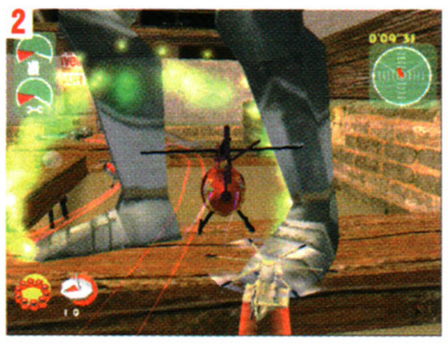
continued>

website | www.nocliche.com

continued>

[1] When you first play on your Dreamcast, you will be amazed by the level of detail in the graphics. [2] Lighting effects are particularly impressive. [3] The variety in the vehicles will keep you coming back to Toy Commander for more!

"Each of the 35 vehicles to play with comes with two weapons, and these are spread through 50 missions"



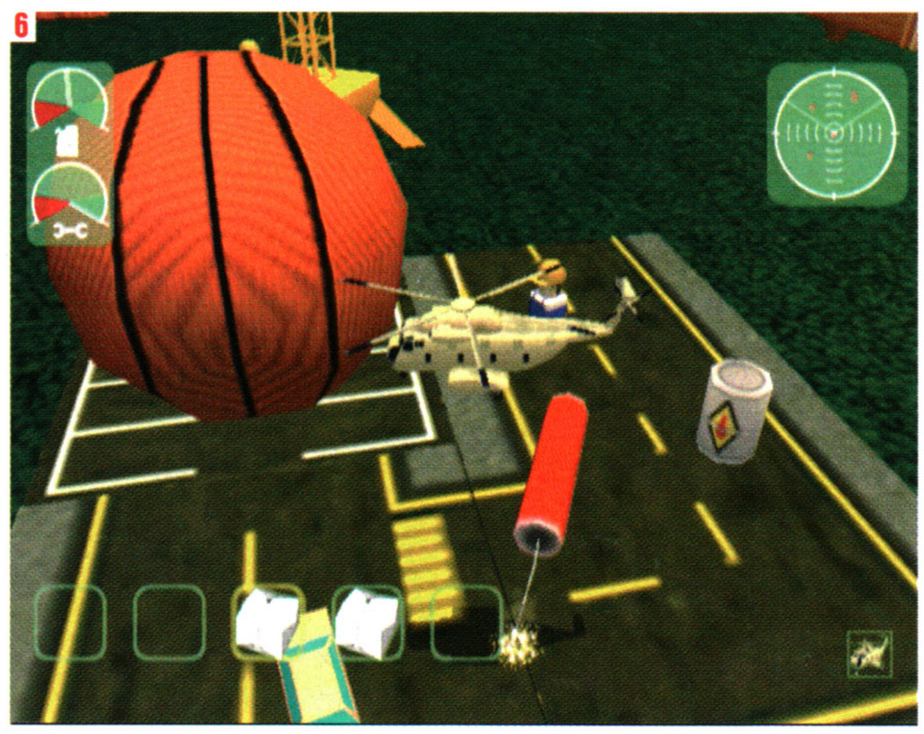
The imagination of a child is anything but pacifistic, and this game lets you be as mischievous, or devious as your twisted mind will let you! The action isn't only limited to the horizontal surfaces either, just as you did when you were a nipper you can make trucks climb up and across walls, adding a totally new twist to the proceedings.

The battle of the plastic will take place in all of the various rooms of a house – the kitchen, lounge, playroom, parents' bedroom (just imagine what weapons of war you're going to find in there... and no, that isn't a rocket!), en-suite bathroom and the workshop. All offer a totally different warzone and brand new surroundings that can be fully interacted with to cause mass destruction against the rebelling hordes.

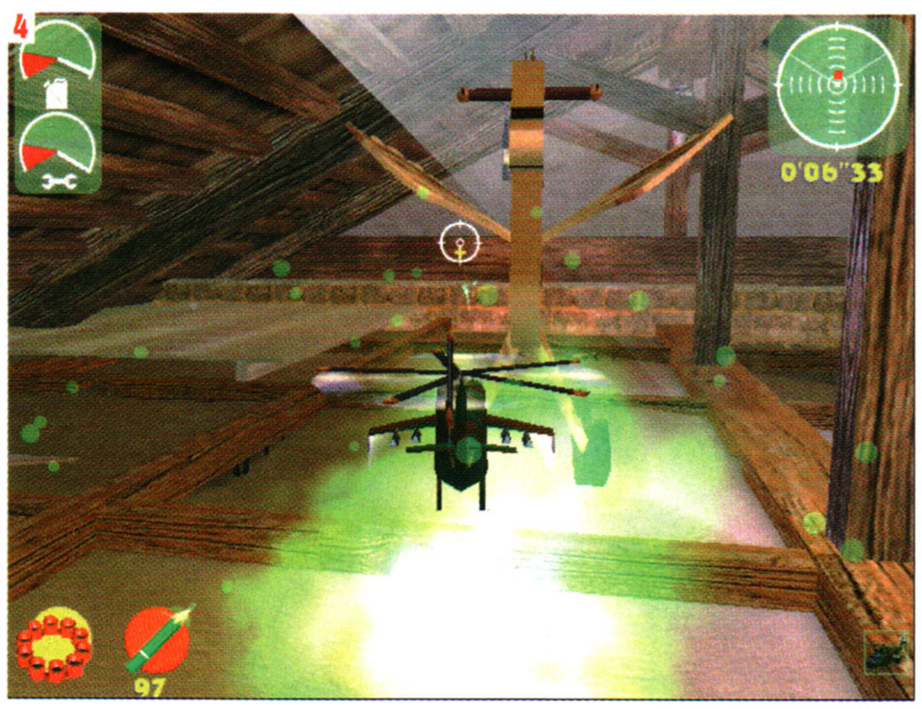
Cindy & Tiny Tots first

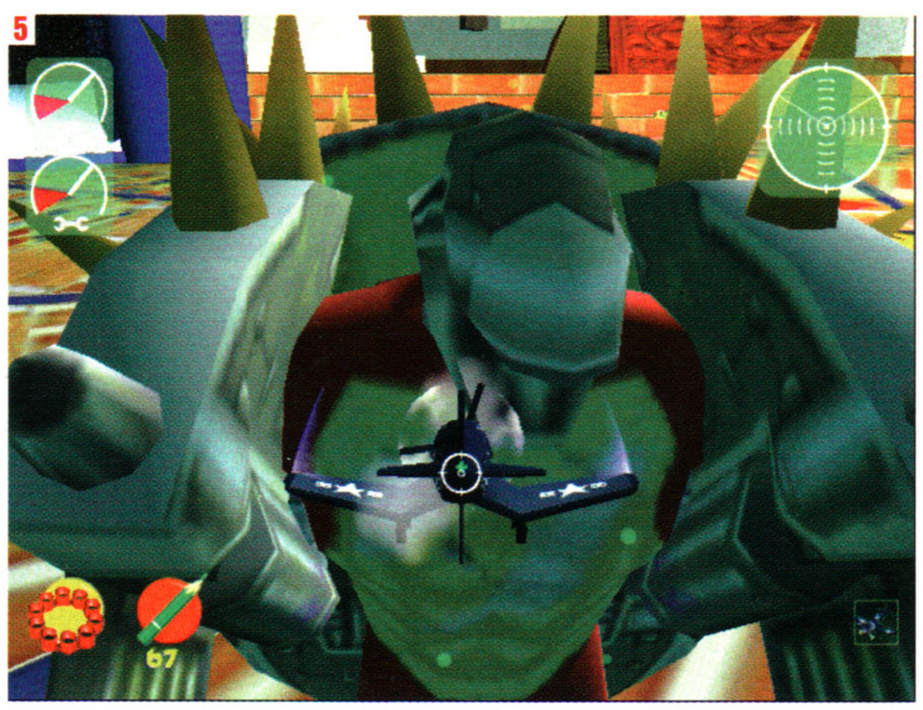
Each of the 35 vehicles to play with comes with two weapons, and these are spread through 50 missions, which end with face-off with a boss. Once beaten the boss is on your side to take on Hugolin the bear at the end. The best aspect though will undoubtedly be the multiplayer deathmatch, whereby up to four dangerous minds can face-off against each other for the battle of overall toy master supremacy.

Having played the game to some extent during a long weekend in France, we instantly gelled to the original concept and can happily report that it's not a game you can put down very easily. Any excuse to revert back to childish behaviour of the most devious magnitude has got to be good in our book, and No Cliché has risen to the challenge of recreating and building on these delinquent tendencies superbly. We bet the team were problem children! Now eat napalm, teddy scum...!



[4] Up in the attic, there's more to worry about than a few spiders! [5] A large armoured man to fight against – who would live in a house like this? [6] You need a very steady hand...





coming soon to your Dreamcast >
Dreamcast magazine
anticipation rating Oct

Publisher	Sega
Developer	Toy Commander
Players	1-4
% complete	80%

summing up> **Toys it maybe, but for kids it ain't. We guarantee you'll be playing this for hours.**

1

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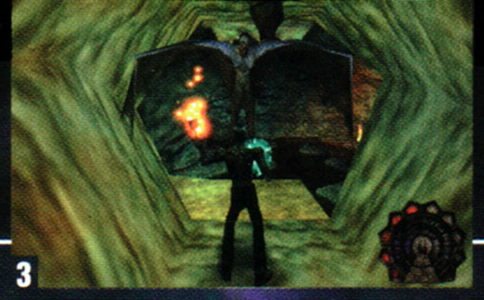
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ShadowMan

Death has a name. That name is ShadowMan. Collector of souls and walker between the worlds of the dead and alive, he comes to all... eventually.

Imagine for a second that when you die you don't shed this mortal coil and wing your way to the pearly gates, you are sucked deep within a realm called Deadside. This realm houses a building (built by Jack the Ripper nonetheless) that in turn, houses the souls of the worst killers and maniacs to walk the earth. Sounds bad enough admittedly, but when a dark voodoo priestess commands you to then venture into Deadside and stop the psychopathic souls from escaping, things tend to take a turn for the worst. Thankfully for us the Dreamcast, with it's groundbreaking performance and arcade quality graphics, allows us to experience all the horror but without suffering the unfortunate position of being dead.

Dead Is Good

Although released on both the PlayStation and N64 (with favourable rumblings throughout the gaming press) the Dreamcast version quite literally skins them alive with it's deeply atmospheric appearance. From the dreary depths and mist shrouded mires of the Louisiana Bayou to a twisted London Asylum where killers sleep in cots and cuddle teddy bears, the full depravity of the serial killer is perfectly captured.

As Mike LeRoi, as he was once known, becomes the ShadowMan then it is your job to hunt down the killers. Armed with a Magnum (the gun, not the ice cream) and voodoo powers, ShadowMan must suck the souls of the recently deceased to keep him sustained and can power himself up with the use of mystical tattoos that adorn his body during the game. He'll need them as he scales walls of blood and learns to walk on burning embers in the bowels of Deadside as his quest for his own peace and retribution unfolds.

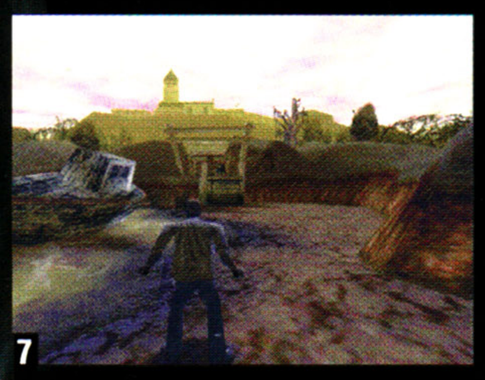
ShadowMan sounds like some twisted Shakespearean tale with it's deeply engrossing story, it also looks like the type of gem the Dreamcast requires to punch itself a hole in the market.

This, ladies and gentlemen, should be looked out for!

"Looks like the type of gem the Dreamcast requires to punch itself a hole in the market!"

[1] Big environments, big trouble and big thrills! Watch out for this game! **[2]** Take the lift or the stairs? Well, in this world never trust anything but your own two feet. Best take the stairs! **[3]** Well, it's not Batman... **[4]** He's dead, he's angry, he's got a gun and er... he's lost. **[5]** A giant worm with a skull for a head wearing a top hat. If you're not scared by this then you've got big problems.

6


7

[6] Do you walk across the burning hot floor or decide you'd rather be doing something else with your life? The decision is yours. **[7]** The atmosphere is quite simply fantastic. Bet you're heading towards that castle too! **[8]** You just know something very nasty is waiting behind those doors. **[9]** A torch in the daylight. Very useful we say. Maybe you need to burn some flesh with it rather than look around!

8

9

softography

previous works>

- Trickstyle
- NFL Quarterback Club 2000

acclaim

coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating Nov

Publisher	Acclaim
Developer	Acclaim Studios
Players	1
% complete	75%

summing up> Soul sucking, nerve shattering gaming? Quite possibly. We'll just have to be brave enough to find out for you!

website | www.ubisoft.co.uk

Speed Devils

'Scream for speed girls'! Ubi Soft has a lightning fast racing game revving its engines on Dreamcast with graphics to simply die for!

softography

previous works>

- Racing Simulation: Monaco Grand Prix 2
- Rayman 2

ubi soft

Taking its cue from a PC game known as *Speed Busters*, *Speed Devils* improves and enhances the PC version to bring a state-of-the-art driving game to Dreamcast to rival *Sega Rally 2*.

The tracks are designed so that drivers can drive absolutely anywhere and the game actively encourages you to take shortcuts in an attempt to shave vital seconds off the lap time and beat the opposition into submission. Each lap you take there are different animations that can effect how you must drive through too including an amazing encounter with a T-rex and a close shave with a spinning tornado!

With Arcade, Championship and Multi-player split-screen modes plus an innovative garage system where dodgy bets take place and cars are exchanged with a nudge and a wink, *Speed Devils* is a scream to play.

The game will be in the shops on 23 September, so expect a full and frank review in the next issue of Dreamcast Magazine.

"There's an amazing encounter with a T-rex and a close shave with a spinning tornado!"

1

The Wacky Racers

Here's a dodgy bunch of characters if I ever saw one! Which would you choose...

ASPEN SUMMER

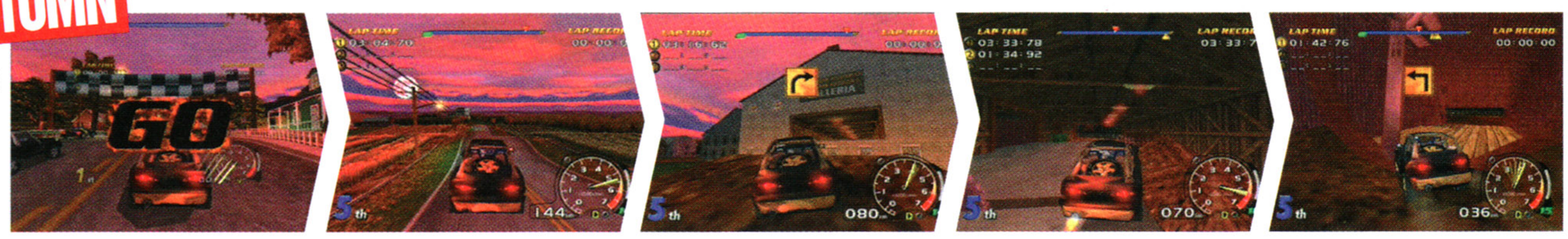
Racing through Aspen Summer allows you to appreciate the beautiful scenery created for Speed Devils – just look at that sunset!

ASPEN WINTER

Same track, different season. In the winter, new shortcuts are possible as the lake is frozen over. The cars don't control quite as well though.

CANADA AUTUMN

Success in Speed Devils is all about finding the shortcuts and making use of them when the other players aren't looking – sneaky!



HOLLYWOOD

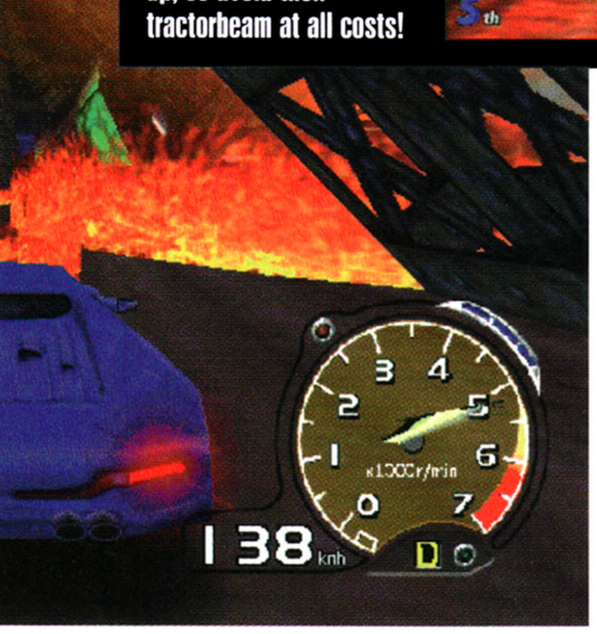
Flashbacks from successful Hollywood films fill the roads on this track – look out for a T-rex from Jurassic Park and King Kong himself!

MEXICO

One of the more spectacular tracks – there are swinging axes to avoid, an encounter with a fiery phoenix and a sizzling lava section!

NEVADA

Famous for its aliens, the Nevada track has them by the spaceship full! They will attempt to beam you up, so avoid their tractorbeam at all costs!



[1] As things come crashing down around you, you'll wonder how you ever keep the car on the track! [2] The aliens are overhead – keep away from their beam or your race will soon be over. [3] After each race you are treated to an action replay of your efforts – watch carefully as you'll notice all kinds of animation that you missed when you were driving! [4] The fiery phoenix is a bizarre obstacle to race around!

2

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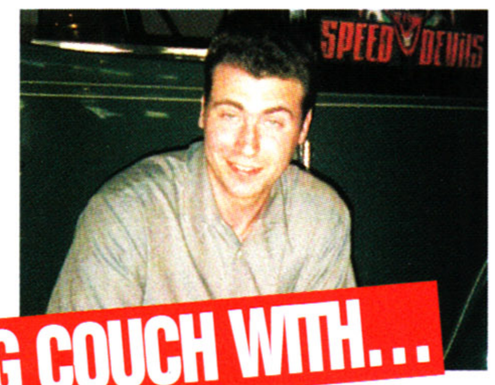
continued >

website | www.ubisoft.co.uk



ON THE CASTING COUCH WITH...

Ubi Soft

To find out more about Ubi Soft's amazing racing game we sent Nick Roberts to Paris to interview the Project Manager, Alexandre Thabet.

continued>

This is Billy – you can play with her if you buy a copy of Speed Devils for your Dreamcast!

Dreamcast Magazine: How long have you been working on *Speed Devils*, and how many people are involved in the project?

Alexandre Thabet: There are 27 people in all and we've been working on the game in Montreal, Canada since September. It started as a game called *Speed Busters* on the PC but the game is far from being just a simple conversion of the PC on Dreamcast.

DM: How has the game been improved?

AT: We started by analysing the weaknesses and strengths of the PC game. We had the luxury of having feedback from the press and consumers. We focused on the strengths, reinforced the weaknesses and adapted the game for the new system, Dreamcast.

DM: Please explain a bit more about the various modes in *Speed Devils*.

AT: The game is divided into three modes: Championship, Arcade and Multi-player. The arcade mode is straightforward: you select a car, then track, then start to play. There's no way to upgrade your car. The player will have five cars available when they start and as they win in Championship mode, other cars and tracks will be unlocked in arcade mode.

The player races against four opponents and all cars can be damaged. Damage is visible on the cars but also has an effect on the handling. One of the nice things about the game is the replay. These not only allow the player to see what they did on the track, but also to enjoy the scenery.

DM: What about tracks? Does the Dreamcast game have the same ones as the PC?

AT: We started with the same tracks and cars as the PC version, then added new ones for Dreamcast. We took certain tracks and created new versions to add more variety. For example, we have a Louisiana track and also a Louisiana Tornado track, a Hollywood one and Hollywood Disaster with an earthquake.

DM: Is there any part of *Speed Devils* that you're particularly happy with?

AT: I'm particularly proud of the realism of the graphics and the richness of the graphics also. The tracks are very open spaced and there

gameplay highlight

The Louisiana Tornado track is one of the most spectacular.

are a lot of shortcuts around that you can go into. Cars are also damageable; you can do anything you want with them. There's also a nice chrome effect on some cars that I haven't seen before in a game and a nitro that will give your car a boost giving very simple, arcade like feel so you can enjoy each track as much as you want.

DM: Are there any other elements of the Dreamcast game that are unique?
AT: When we started this game we thought of what we could do to adapt the game to the Dreamcast. We looked at the hardware and thought of which interesting features Dreamcast had that we could use and we came up with the modem and the VMS. The modem unfortunately we had to drop as we didn't use Windows CE and at that time there was no way of giving modem support otherwise. The VMS though is something we've worked on. With *Speed Devils* the VMS does two things. It will save your championship but you can also take it away and monitor which cars you have in your garage, how much you've earned and how many points you need to get to the next class. We're working on allowing two players to exchange cars by connecting two VMS's together. During the race, the VMS becomes a radar showing you where you are, and the opposition.

DM: I must say that the animation around the tracks is really outstanding.

AT: Yes, the good thing about the game is that the tracks are very open and there are a lot of animations around. In one place, three planes come by, and you might not notice them when taking shortcuts or driving normally, but on replay you will have a better view of them. These animations change each lap, so you have something different to deal with each lap.

DM: The game has a multi-player mode. Tell us more.
AT: Multi-player is divided into five modes: Head-to-Head, Time Attack, Distance Lag and Defend and Attack. The last one is really unique to *Speed Devils*, I haven't seen it in any other racing game. What we've tried to do is capture the best part of a one-on-one, that's when both players are nearby and fighting for that extra meter of position.

DCM: Is Dreamcast the jump in quality we've been looking for?
AT: It was like a big jump before Sony and Nintendo announced their new consoles. But they're a long way off yet and PlayStation 2 is very expensive. The price will put small developers in a very delicate position. PlayStation 2 development kits are more expensive than the Dreamcast ones so many smaller companies won't be able to create games – they'll need millions just to get a project up and running – Dreamcast games are more economical, but still look good!

1

[1] Don't mess with this bird – it'll ruin the paintwork on your car! [2] Arrghh! The aliens have got the car, if you don't use a turbo boost you'll never see it again! [3] Dig the psychedelic walls in the Nevada track – you need dark glasses to play this game sometimes! [4] If you're an experienced driver you can overtake your opponents by flying over their roof when leaving the bridge! [5] Avoid the manhole covers that shoot up from the tarmac – if they hit your car they will do irreparable damage.

"The player races against four opponents and all cars can be damaged. Damage is visible on the cars but also has an effect on the handling."

2

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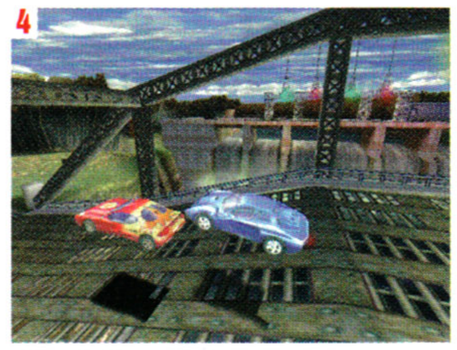
4



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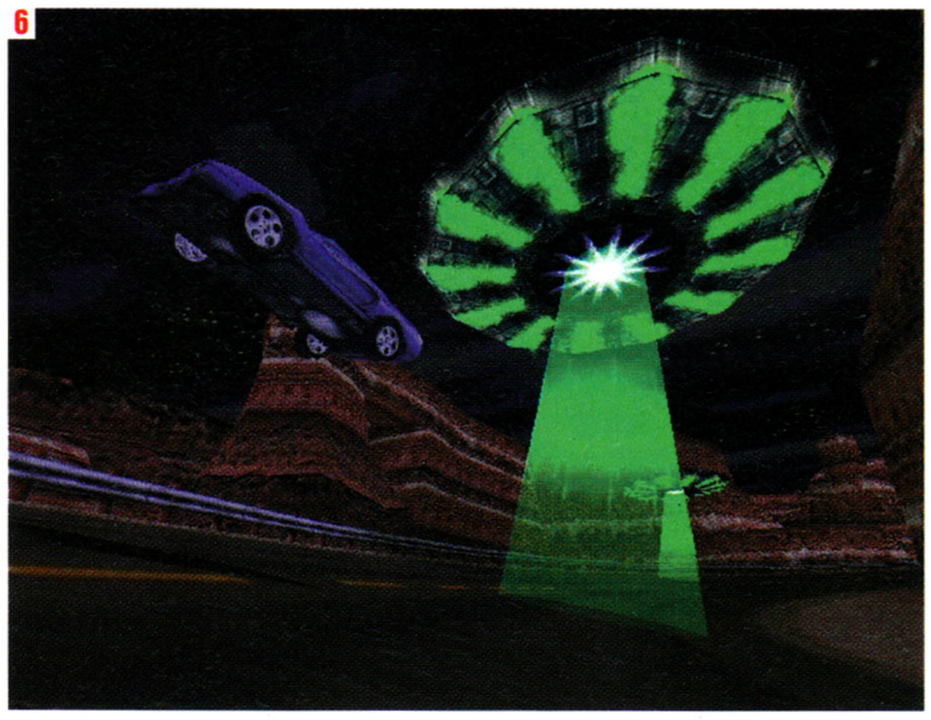

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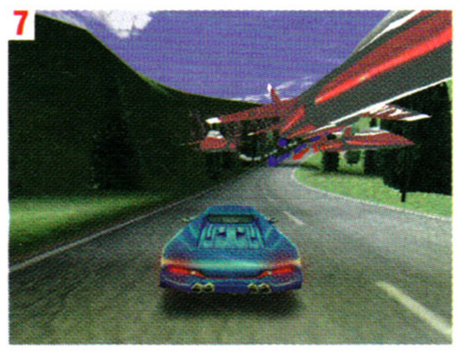


8

9

[6] The big sumo wrestler is Taka Arashi – one of his best moves is to literally sit on his oppons opponent! [7] The big sumo wrestler is Taka Arashi – one of hives is to literally sit on his opponent! [8] The big sumo wrestler is Taka Arashi – one of his best moves is to literaa Arashi – one of h [9] The big sumo wrestler is Taka Arashi – one of his

Publisher	Ubi Soft
Developer	In-house
Players	1-2
% complete	90%

summing up> One of the best looking driving games coming soon on Dreamcast!

website | www.midway.com

Mortal Kombat Gold

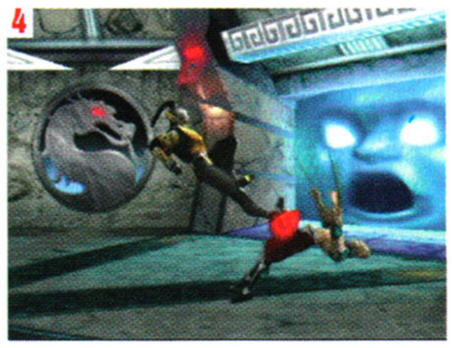
It's the culmination of a decade's worth of gaming violence and gore, and it's exclusively on on Sega Dreamcast!

1

[1] Each character has his or her own weapons, but they can also pick up objects lying around the arena and hurl them at their enemies.

2

3



4

[2] The graphics in Mortal Kombat Gold truly are arcade perfects – they use exactly the same number of polygons as the Mortal Kombat 4 arcade machine. [3] It all looks very nice, but at the end of the day it's still only Mortal Kombat – and many people are tired of the game! [4] If you're a fan, you won't find a better home version than this!

One game that has stirred up more controversy than any other in videogame history is *Mortal Kombat*. The blood, gore, guts and fatalities have caused watchdogs all over the world to harp on about the poor easily-influenced children, but the *Mortal Kombat* machine still rages on. The latest incarnation is about to make an exclusive Dreamcast debut – and it's the definitive *Mortal Kombat* game that all fans simply won't be without.

Finish Him!

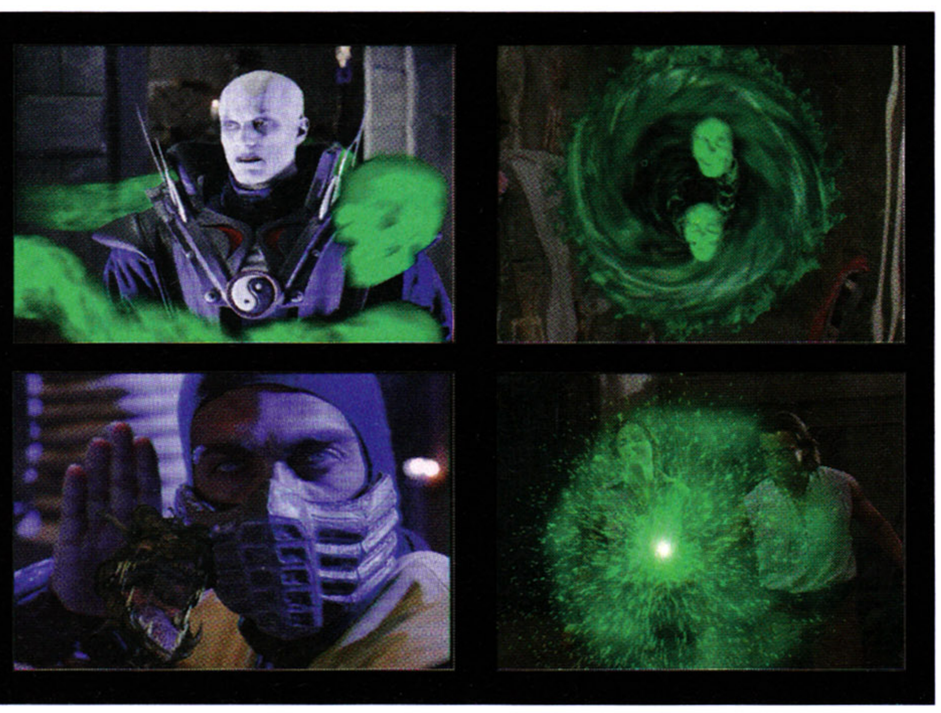
Ed Boon and John Tobias, the *Mortal Kombat* creators, and developers Eurocom have taken the best elements of the *MK4* arcade game, and added in all the extras they could find to create *MK Gold*. There are 20 characters playable from the start, and many more hidden away. Each of them has an impressive 3000 polygons. New backgrounds have been added bringing the total number of fighting arenas to 10, new FMV sequences have been created for characters that lacked them before and new, more gruesome weapons can be found too! Of course, it goes without saying the the Fatality moves are as spine chilling as ever, and each character has a couple to choose from.

If you're a *Mortal Kombat* fan, then you're going to be drooling with anticipation until *Mortal Kombat Gold* hits the streets. This is one game that will never appear on the PlayStation or Nintendo 64, so you'll have to get a Dreamcast to experience the ultimate battle!

"The definitive Mortal Kombat game that all fans simply won't be without"

TV STARS

Since the first *Mortal Kombat* arcade game was launched back in 1992 Mortal Kombat has appeared in many different guises. There have been many sequels and special editions plus a movie and comic books galore. Now the game has spawned its own TV series in America. *Mortal Kombat Conquest* is a dodgy looking show in the Power Rangers mould with cheap special effects and bad acting... but I'm sure someone loves it!



softography

previous works>

- The Mortal Kombat series
- Mortal Kombat Mythologies: Sub-Zero

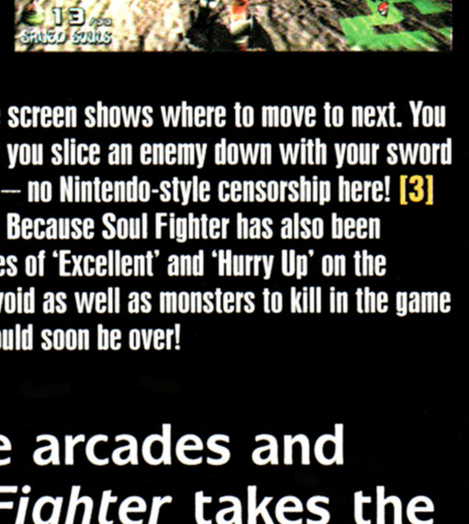
acclaim

coming soon to your Dreamcast >
Dreamcast magazine
anticipation rating Oct

Publisher	Mldway
Developer	Eurocom
Players	1-2
% complete	95%

summing up> The definitive *Mortal Kombat* – but how many people really care?

1



2

[1] The small green map in the corner of the screen shows where to move to next. You can never get lost in Soul Fighter! [2] When you slice an enemy down with your sword you can a satisfying burst of blood and guts – no Nintendo-style censorship here! [3] The bigger they are, the harder they fall! [4] Because Soul Fighter has also been developed as an arcade game, you get flashes of 'Excellent' and 'Hurry Up' on the screen as you play. [5] There are traps to avoid as well as monsters to kill in the game – fail to dodge this boulder and the game could soon be over!

Developed for the arcades and Dreamcast, *Soul Fighter* takes the ageing gameplay of Sega classics like *Golden Axe* and brings it bang up-to-date!

Soul Fighter

Wild Weapons

Soul Fighter has an option to switch to a first-person point of view allowing you to utilise the special weapons that are picked up during play. There are four in all – throwing knife, axe, crossbow and grenade – and it's simply a matter of lining up the cross-hair at your desired target and letting rip. This technique is great for taking out enemies from a distance, but can leave you in hot water when it comes to close quarters combat.

New kids on the block, Piggy Back Interactive, have one great game up their sleeves in *Soul Fighter*. It's been developed alongside the arcade version, so it's packed full of arcade gimmickry and sound effects from the 'insert coin' message on the title screen to shouts of 'great combo'.

The game gives a passing glance to arcade classics like *Golden Axe* and *Fighting Force* in concept and execution. You get to take on the role of three characters, and each predictably has different skills and abilities to use in the adventure. The game is a break away from the norm as it doesn't have set arenas where you fight it out with one character after another – instead you roam freely through the levels, taking on all kinds of beasts when and where you fancy a scrap! This kind of beat-'em-up makes a refreshing change from the endless character based fighters!

How Beastly!

The aim is simple – progress from one area to another, seeing off the hordes of evil as you go. The levels are long and challenging, and have plenty of surprises in store. I thought all was quiet when I played through the first level – but I didn't see the giant boulder rolling towards my character. Doh!

Soul Fighter has six huge levels rather than arenas in the traditional beat-'em-up style. These levels are then split into ten sub-levels, and there are five unique end-of-level bosses to contend with to finish things off. Each section is joined together with some cool FMV, in the same graphic style as the game so everything flows smoothly.

Soul Fighter is going to make a welcome addition to the Dreamcast line-up of games when it's released before October. There are many neat touches to lift the game above the sea of fighting games.

coming soon to your Dreamcast >
Dreamcast magazine
anticipation rating Oct

Publisher	Piggy Back Int.
Developer	Toka
Players	1
% complete	90%

summing up> **A fighting game that doesn't restrict players to an arena – now there's a novel idea. This one looks hot!**

in development

www.dream-cast.net

Future games in-depth

website | www.capcom.com

softography

previous works>

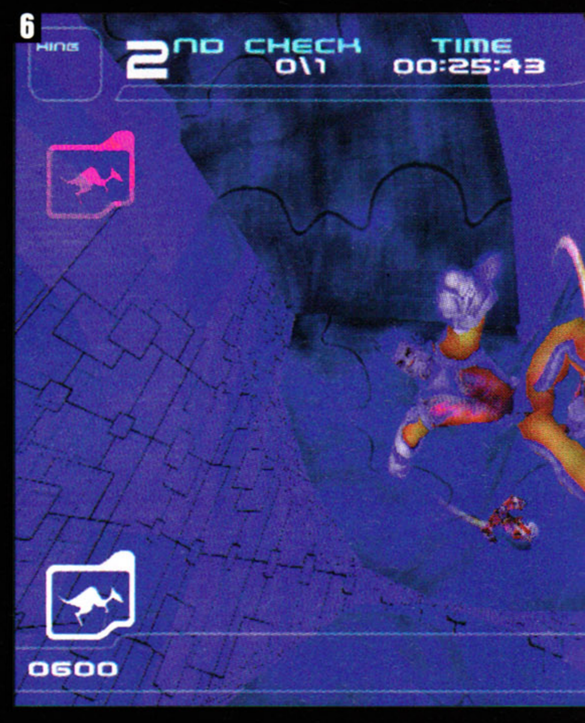
> Redline Racer

criterion studios

"Criterion Studios has come up with something that little bit different for all you adrenaline junkies out there!"

Trickstyle

A new kind of game console deserves a new kind of racer. Power up your hoverboard for some high-flying stunt-based antics in Criterion Studios sublime *Trickstyle*. "Ladies and gentlemen, start your engines!"



[1] Criterion are particularly proud of the hi-res graphics in Trickstyle. [2] The Velodrome is an essential platform which will help you get the hang of the intricacies of hoverboarding. [3] Brad Silver tries out some seriously brown-trouser inducing stunts in the Velodrome arena.

[4] Going the wrong way down a one-way street is never a wise move. Particularly when you are on a hoverboard! [5] In some of the tracks, you're given the task of picking up a number of items as you race around.

Acclaim Entertainment's inaugural Dreamcast title is *Trickstyle*, and it is shaping up to be a regular high-flyer. Set in a technological future Earth, *Trickstyle*'s perfunctory backstory serves as a backdrop for high velocity racing antics with a difference: basically, instead of a car or bike, your virtual racer is balanced precariously on top of a hoverboard. Granted, hoverboarding is probably not the first thing that springs to mind as a racing simulator, so

gameplay highlight

Here are six of the nine hoverboarders – they come from all over the world.

[6] Unlike other racers, Trickstyle puts the emphasis on stunts rather than non-stop racing. **[7]** Keep your head down. Keep a clean nose. Keep out of trouble. Oh, and make sure you don't fall off your hoverboard for heaven's sake! **[8]** Trickstyle has many different game modes – Criterion have tried to cater for all tastes.

[9] Check out the mind-blowingly beautiful rendered scenery... and then hang onto your lunch, as it's a long way down! **[10]** Why put yourself under pressure? If you feel a bit run-down, simply chill out and put your feet up. **[11]** Trickstyle has nine hoverboarders to play as. This line-up only includes seven. Hmm, hidden characters, anyone? **[12]** Wow – rocket powered boards!

what does *Trickstyle* offer fans of the more traditional vehicular-based racers?

"People who love racing games, traditional sims, or more futuristic/fantasy based games are generally into high speed, challenging and competitive action," proclaims Criterion Studios. "They want a game they can pick up and play immediately – understanding instantly what the concept of the game is (i.e., to win races, be it against friends, or the computer, and progress onto new tracks).

Trickstyle has all of this and a lot more, and for this reason is a must for all fans of the racing genre. It combines the speed and thrills and spills of traditional racing titles with fantastic new race worlds, strong characters and a variety of game modes."

Back to the Future

Fair comment, then. It is obvious from the way the game plays and how it looks that Criterion has spent a painstaking amount of time realising this fictional future sport. Dreamcast Magazine discovered that were a variety of inspirations from different media and sports. These included classic sci-fi films as Rollerball (which is apparently in the process of being remade by Hollywood), The Running Man and the hoverboard sequence from Back to the Future II. Criterion was also heavily influenced by the Chopper character, who hoverboarded his way through the Judge Dredd comic series, before getting his own series in leading Brit comic book, 2000AD. How about other videogames? Well, Criterion points to the likes of Top Skater, Diddy Kong Racing and 1080° Snowboarding as influences in the production and design of *Trickstyle*.

"Also, extreme sports including skateboarding, street luge, snowboarding, sky surfing and wake boarding were a big influence," says Criterion.

It's Tricky!

We had the opportunity to put *Trickstyle* through its paces, and were particularly impressed with its speed, the true next-generation level graphics and animation, as well as its immensely addictive playability. However, Criterion Studios is quick to point out that *Trickstyle* is not just simply another racing game.

"It is a stunt-based racing game (not a racing game with stunts), in that you need to use the stunts to be able to win races, rather than to merely show off – although that can also be fun. For example, you will need to use the barrel roll stunt to crash through glass, or luge mode to gain more speed on a straight section of track. Such stunts will increase your speed around the tracks and help you win races. In some cases you will only be able to win races by doing the stunts."

Multi-player fans will be accounted for as well, where you can meet up with other players in the Velodrome (the central arena where all the levels/tracks of *Trickstyle* sprout from), and hone your skills on the half-pipe and stunt bowl. From here, you can also race against other competitors on tracks set in three very different environments. Dreamcast Magazine will bring you a full review of *Trickstyle* in our next issue.

coming soon to your Dreamcast >

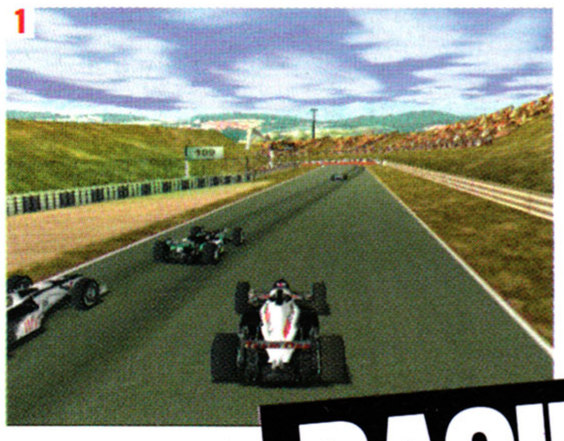
Dreamcast magazine

anticipation rating Sept 23

Publisher	Acclaim
Developer	Criterion Studios
Players	1-2
% complete	100%

summing up> **Criterion and Acclaim have teamed-up to present a highly original and visually stunning next generation racer, that is sure to be one of the third-party highlights during Dreamcast's European launch.**

website | www.ubisoft.co.uk



[1] You can play in the quick-fix Arcade mode, or go for a more methodic Championship. [2] You may have played the Japanese version, but the graphics in the new European game are far superior. [3] You won't find two red barriers the same colour – new lighting effects ensure that shadows create a lifelike feel. [4] The game includes all the usual driver name and race time statistics that flash up on the screen. [5] Multiple viewpoints cater for all tastes. [6] The cars are well detailed. [7] When tyres screech – the smoke flies! [8] If you go off, the gears automatically change down.

RACING SIMULATION

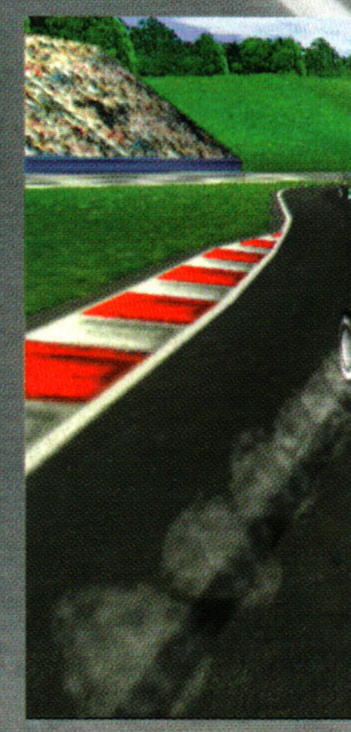
Monaco Grand P

You can't launch a new console without a Formula One racing game – it's the law! When Sega were looking for a top quality game for Dreamcast they stumbled upon *Monaco Grand Prix* from Ubi Soft...

Ubi Soft's *Racing Simulation: Monaco Grand Prix* has been wowing game fans for a long time now. It has enjoyed success on the PC, as well as console versions for PlayStation and Nintendo 64. Now it's the turn of the Sega Dreamcast, and naturally this version is set to be the best yet.

The game has some of the most advanced features ever seen in a console racing simulation: four wheel independent suspension, real damage, weather and lighting effects and 22 cars to be raced over 17 real-life tracks. The figures are certainly impressive. There's even a vintage mode where you can experience what it was like to race those rickety old cars many moons ago.

"The game has some of the most advanced features ever seen in a console racing simulation"



softography

previous works>

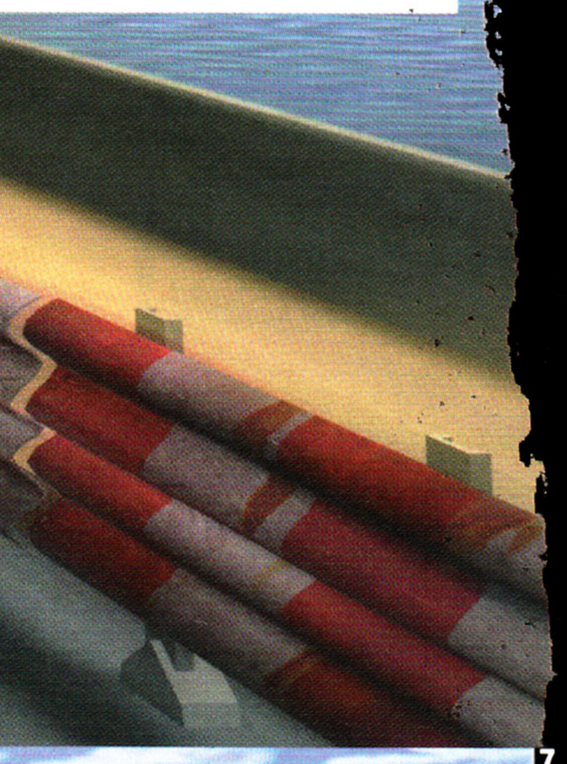
- Rayman
- Speed Devils

ubi soft

gameplay highlight

The UK intro sequence has human faces in it to add emtotion.

Prix



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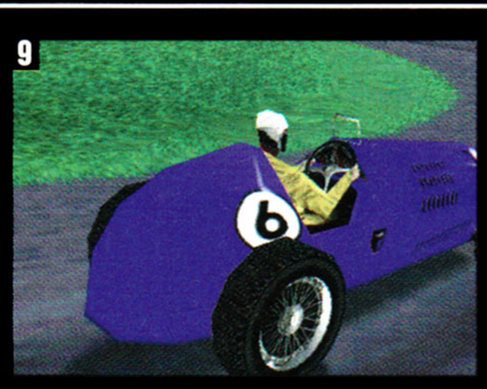


[9] The option to play old-fashioned F1 cars is excellent! [10] Dreamcast's graphical capabilities are second to none. [11] And they're off!

10

11

ON THE CASTING COUCH WITH...

Ubi Soft

You just can't stop Ubi Soft singing Dreamcast's praises! Nick Roberts caught up with Claude Farge, the Project Manager of *Monaco Grand Prix* for a chat...

Dreamcast Magazine: So what changes have you made over the Japanese version which came out months ago?

Claude Farge: When I arrived on the project I was a bit fed up with the cinematic introductions that didn't have a story. All they had were cars running all over the place – no real emotion. What I wanted to do was show real human beings and real faces in 3D – it's the first time this has been tried and we're quite happy with the result.

We took the Japanese game and changed the graphics, updated the music and the engine sound. We also changed the arcade mode adding in checkpoints and shouts like 'hurry up' to enhance the arcade feeling and the gameplay – not to have a more simple game but just so that people have more fun.

DM: Why have you decided to add checkpoints into the game?

CF: In the last version we did not have checkpoints, we have now put them on the arcade mode for one principle reason – we noticed that most people found it quite hard when playing for the first time and they would throw out the game. Now, even if there are no other drivers to race against, you can race against your own times.

DM: Are they any graphical improvements?

CF: We have added multi-texturing to the roads and grass in the game what we also did with the landscapes is make them three times bigger and more detailed – in fact the graphic artist who works for us was a painter before, so he is very able to create sensations, emotions and landscapes that feel real and bring something rich to the game. We have also updated all the skies adding subtle shadows, the Japanese version didn't have these.

DM: How does the Dreamcast compare to the N64 or PlayStation to develop for?

CF: We took the PC version as our base because we could use many things that had been done on the PC. When you create a game for the N64 or PlayStation this is impossible, so in that way it was easier. What is difficult is that this is a new platform and Sega were still developing the machine. We had a lot of help from them. From a technical point of view we think that Dreamcast is a much easier platform than PSX2 to develop on. The Saturn was a failure because the games we not good enough to support the platform, on the Dreamcast the games are amazing. All the best software companies on the PC want to put their games on to Dreamcast.

DM: Do you think the Dreamcast is going to be a success?

CF: Yes, the PlayStation 2 will be much more expensive and we're here one year before that console will launch, with great games, so how can Dreamcast fail?

7

8

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating

Sept 23

Publisher	Infogrames
Developer	In-house
Players	1-2
% complete	95%

summing up> ***Monaco Grand Prix*** **certainly has what it takes in the graphics department, but what will it play like – a review will be here next issue!**

website | www.capcom.com

Survival horror has only plagued PlayStation owners up until recently, but Capcom is about to spread the most terrifying incarnation its burgeoning Resident Evil franchise to Dreamcast.

softography

previous works>

- Street Fighter Alpha 3
- Marvel Vs Capcom
- JoJo's Venture
- Power Stone

capcom

Resident Evil: Code Veronica

"tastier than a beating heart ripped from a twitching corpse"

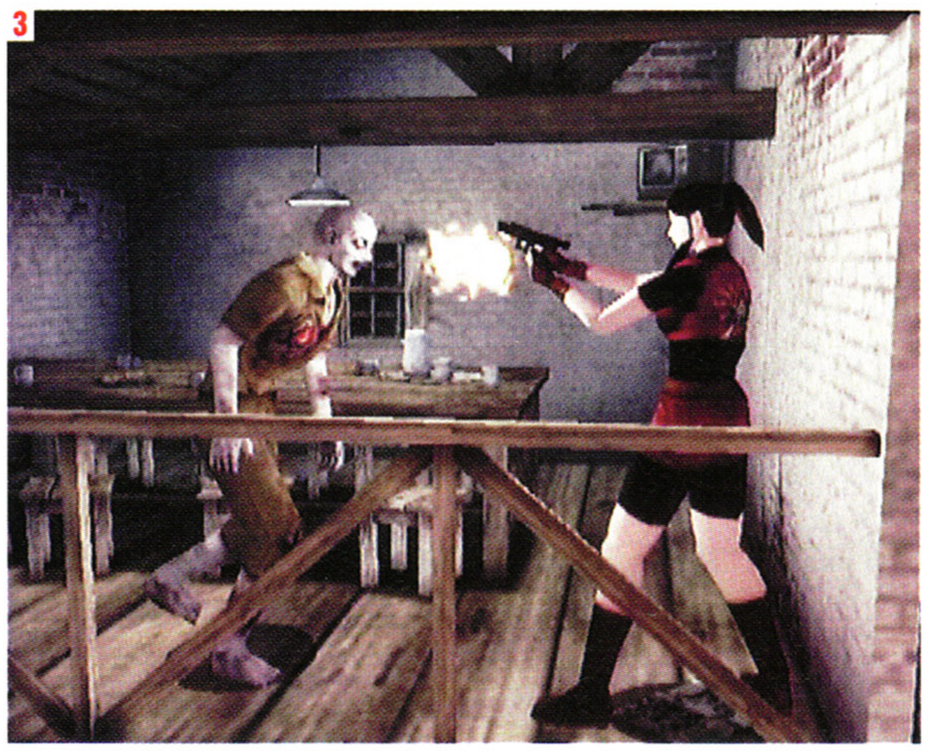
As if we needed convincing, the Dreamcast is already churning out quality titles hand over fist. Key amongst the forthcoming games is *Resident Evil: Code Veronica*, Capcom's continuation of the ultra-gory PlayStation series. It appears Capcom had only one format in mind at the New Challenge Conference on 6 October, 1998. "Dreamcast is the machine which makes all creators' dreams come true," stated Mr Okamoto, the creator of Resident Evil. "We have chosen Dreamcast as the console for our soon to be launched *Bio Hazzard*."

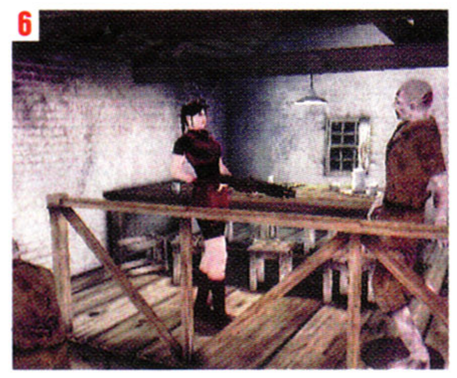
Following the onslaught of flesh-eating zombies which infested the streets of Racoon city in *Resident Evil 2*, one of the only survivors and leading protagonist Claire Redfield heads off to Europe to tackle the instigators of the deadly T and G viruses, Umbrella Corporation, to discover the whereabouts of her brother Chris.

A Blood Bath!

Graphically, *Code Veronica* outshines the rest of the series. As with the PlayStation game *Dino Crisis*, all environments will be created using real-time polygons instead of the fixed perspective backgrounds used in the first two games. This allows for more dynamic camera action – expect dramatic events to unfold as it zooms in, out and around Claire in her struggle to fend off the undead masses.

We've heard rumours of a tropical island complete with lush vegetation and disgusting genetic creations scuttling around the undergrowth. Anything less than an over-the-top visceral blood bath will be disappointing and our only concern lies with the fact that the game is being programmed by a third-party developer. Until the release why not gorge on this feast of screenshots. We think you'll agree, they look tastier than a beating heart ripped from a twitching corpse.





[5] This is one game that'll keep you up late into the night – you'll be too scared to sleep! [6] You ain't taking this bridge zombie! [7] Stuck in the corner, the only way out is through that zombie's back!

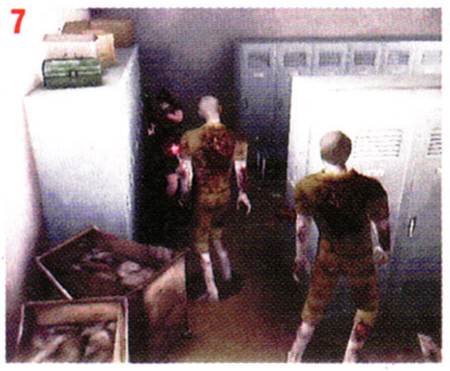
coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating Dec

Publisher	Capcom
Developer	Sega
Players	1
% complete	75%

summing up> **Lock and load for the best survival horror game ever. Shotgun + Ammo = Zombie porridge!**



[1] "Damn, came through the wrong door. Okay, so you want some...?" [2] "Yeah, you just keep comin'. Gun's jammed!" [3] "Only kidding. Take that and that. Whaaa? He's still coming!" [4] All the zombie wanted to do was make friends!

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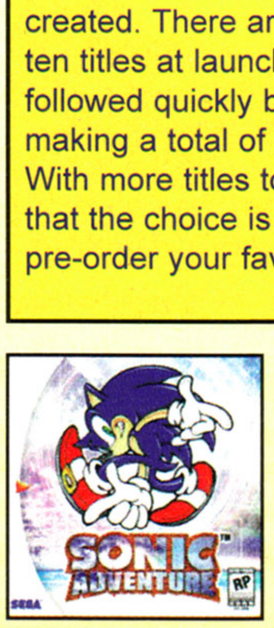

Sonic Adventure

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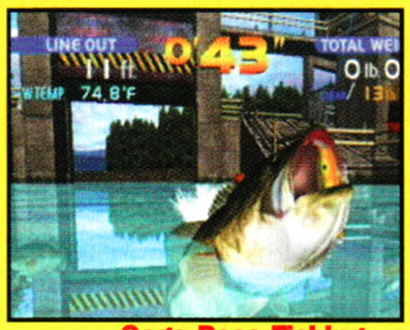

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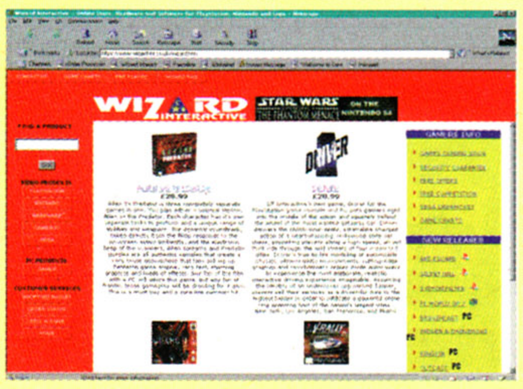

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Sonic

He's back! Sega have at last dusted off their blue mascot and given him a new adventure to star in – and it certainly gives the podgy plumber a run for his money!

essential information >
Dreamcast magazine

Sonic Adventure

Publisher	Sega
Developer	Sonic Team
Origin	Japan
Price	£39.99
Genre	Adventure
Release	23rd September

one player

arcade stick

jump pack

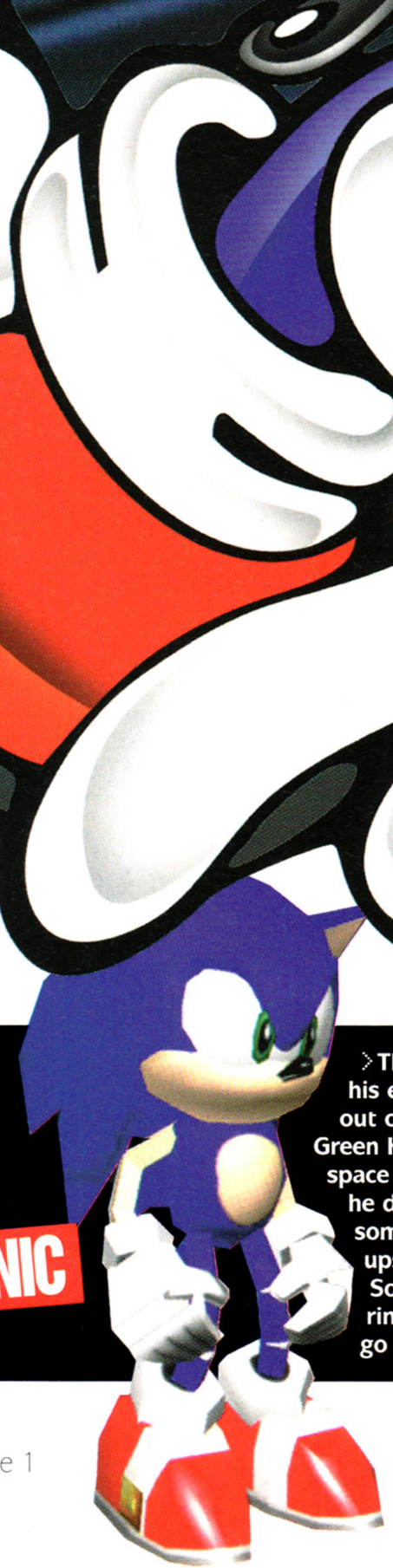
modem

visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini game →	Y

The Chao characters can be downloaded to the VMS and used as Virtual Pets. You must keep them happy – feeding, playing and grooming them, then you can return them to the game and race them! Introduce them to the animals in Sonic and they take on part of that animal's personality too – excellent!

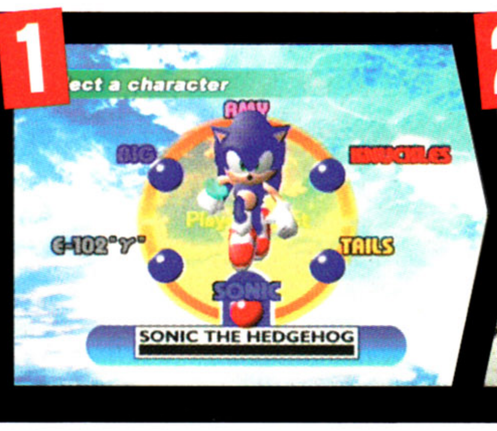


Dreamcast magazine ULTRA game

SONIC

>The wise-guy hedgehog returns to once again face his evil arch enemy and contend with the most levels out of any character – from the opening jaunt across Green Hill to the excruciating battle against Robotnik's space ship. Sonic plays pretty much the same as ever he did, but if you persevere, you're going to learn some funky new moves and find some great power-ups – the Electric Bubble capability, which allows Sonic to automatically attract the nearest line of rings, and the Light Speed Dash which makes him go like the clappers – happy speeding!

1



2

awesome moment

This is how the adventure begins, and it's going to knock your socks off!

Adventure

"There are few games more likely to have you playing well past Christmas like Sonic Adventure."

A Whole New World

An new exciting point of view is given in *Sonic Adventure*. Our favourite speedy tree-pig is for the first time allowed total 3D movement, and a new puzzling gameplay far superior to the old two-dimensional speed scroller action. In order to finally come face to face with the old moustachioed bald one, many head-scratching problems have to be overcome. Where do you place that egg? How do you get through that door? Why can't I kill that flippin' monkey? Only careful thought and hard work will pull you through at the end of the day.

1

2

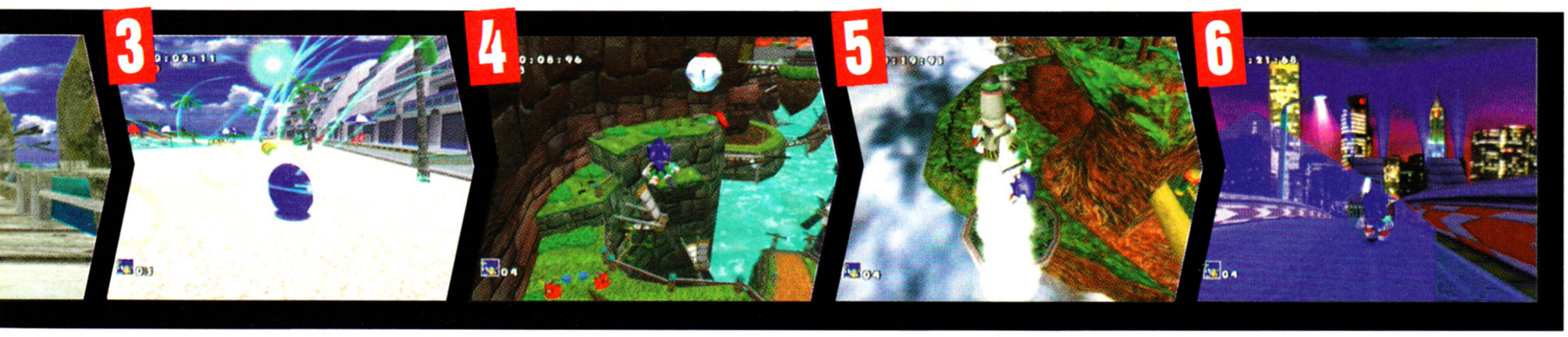
infoburst

Extra information

- Other Sonic friends not in the game include Sally Acorn the squirrel, and Rotor the Walrus.
- Robotnik first took over the Planet in the Mobian year 3224.
- 'Robotnik' is Czechoslovakian for 'worker'.
- Sonic first appeared on the Master System platform in 1991.

It all begins so simply. People walk down the street on a sunny day in Station Square. A blue hedgehog walks with them, not thinking of anything in particular, a freak fox glides through the air in his little plane while a tubby pussy sits fishing. Meanwhile, a red echidna is off worshipping things, and a little pink dog-type-thing walks along the road, carrying her groceries, until... the skies blacken. A huge wave is bearing down on the peaceful city streets. The spiny blue rodent looks up into the once clear blue skies, and he knows – Dr Robotnik is back!

Assisted by his platoon of merciless robots, the walrus-moustached party pooper returns to be generally nasty to everyone, and the only creatures that stand between him and world domination are Sonic The Hedgehog and his fluffy friends. Sonic speeds into action, preparing to return to



[1] All the regular Sonic sights are in the game – the bumpers knock Sonic skyward, helping him reach higher levels. [2] Some of the levels will simply take your breath away. In Twinkle Park, the Roller Coaster is a blast!

continued>

ontinued >

Super Sonic Kart

> Some of the finest sequences in the game are the racing levels – especially when playing as Tails, because he has to whip Sonic in every race he undertakes. Some of the best opportunities taken to show off Dreamcast's capabilities are the mind-blowing Ice Peak, where you must snowboard faster than an oncoming avalanche through a myriad of fir trees to reach your goal, and the totally groovy *F-Zero* type racing spree shown on the Twinkle Park circuit, zooming around a space age track – it's things like these that make *Sonic Adventure* a game that you will return to time after time, well after you've finally laid Robotnik to rest.

> The young Mr Miles Prower is Sonic's over enthusiastic protégé, a strangely mutated fox with a brace of tails that allow him to soar above the city landscapes. His tale begins as he flies through the skies with the greatest of ease on his way to visit his blue master – that is until the motor fails, and he has to rely on Sonic to help him out of a jam. Tails' adventure is jolly easy to complete, taking you through levels of racing against the annoying Sonic, snowboarding and flying through the night sky, until the final very tricky tête-à-tête with Robotnik.

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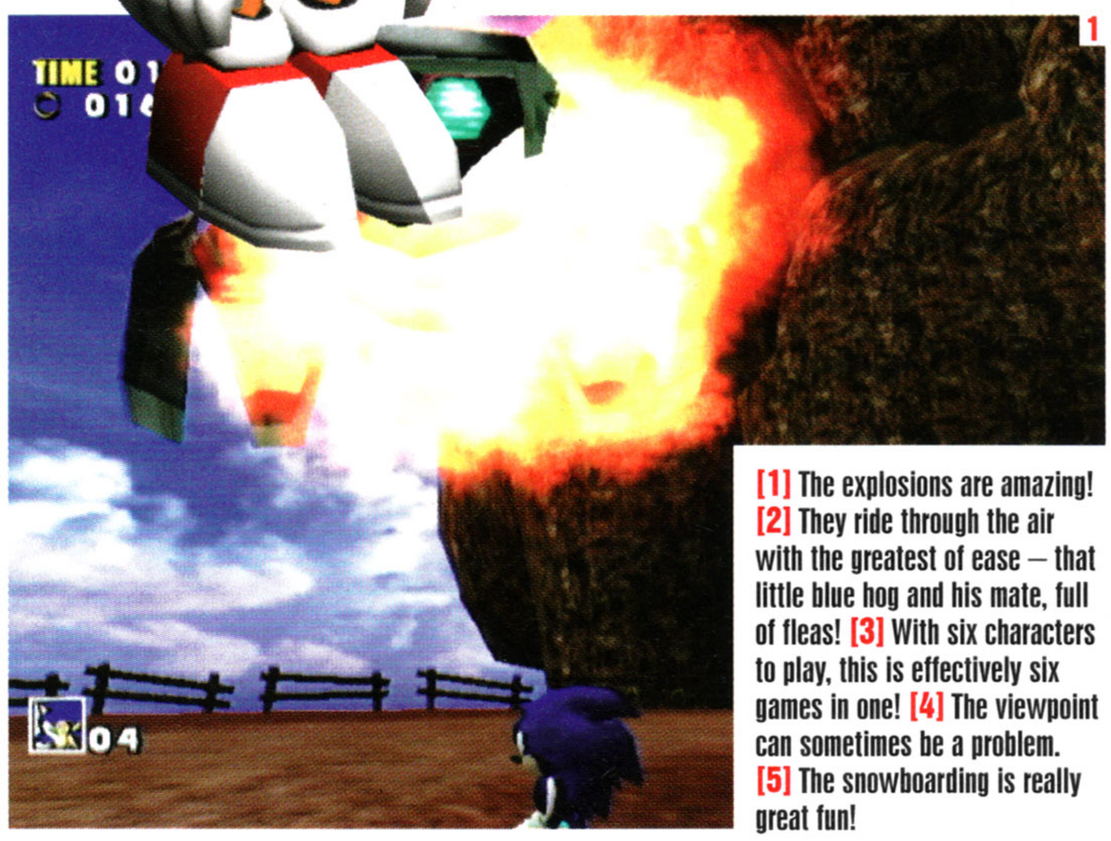

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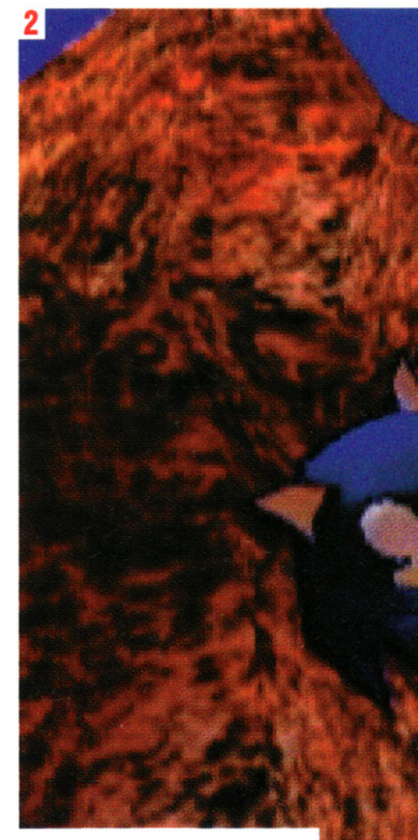
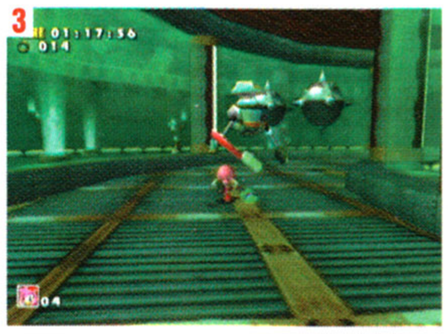


2

[1] The explosions are amazing! [2] They ride through the air with the greatest of ease – that little blue hog and his mate, full of fleas! [3] With six characters to play, this is effectively six games in one! [4] The viewpoint can sometimes be a problem. [5] The snowboarding is really great fun!

3



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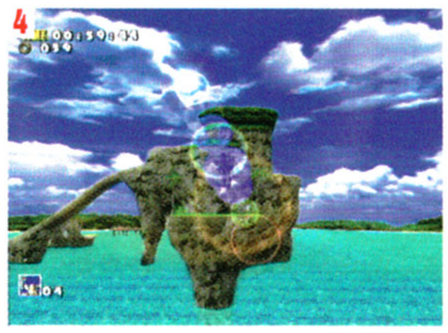


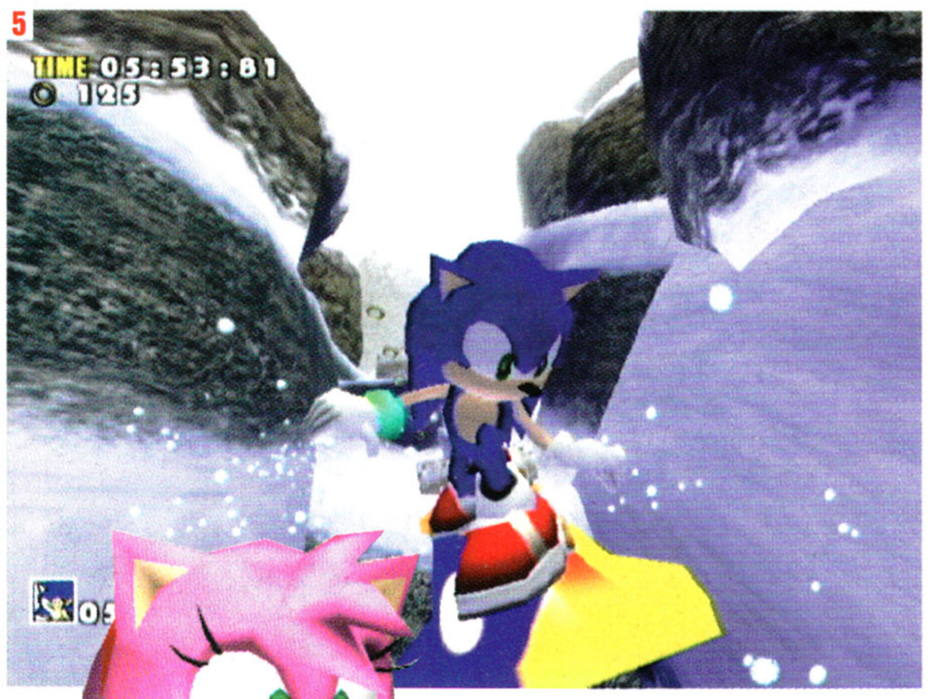
6

7

8

[6] There's always some nasty contraption around the corner, waiting to take Sonic's head off! [7] As you race through the game, you will find control taken away from you while Sonic performs a loop-the-loop! [8] When special moves go mad! [9] Make sure you keep collecting rings. [10] Some levels bring Tails along for the ride.

5



his old ring-collecting, boulder-breaking, switch bouncing adventures on his way through this strange new world.

A whole new world

It's certainly a big world Sonic's got to explore. From the very start, when you find yourself gate crashing a particularly unatmospheric pool party, completing different tasks, fighting through different levels and solving many puzzles will allow you to explore more of Sonic's adventure and, as each area unfolds, you will see exactly why Dreamcast should be in everyone's console cupboard.

By linking the actions of the little sapphire spiky chap to the human world, the Sonic Team have done what many people may have thought impossible – made us give two or more hoots about defeating Robotnik. Okay, so the folks you meet may look as vacant as a teenage check-out operator, but a quick chat with them will give you handy clues to help you on the way, and remember – their fate is in your hands!

Perplexing Puzzles

It is the puzzle aspect of the game that confirms a coming-of-age for Sonic, adding a crucial dose of intelligent gameplay to the stagnant world of platformers. And there is only one criticism to be levelled

> This kind hearted but intolerably whiny little-pink-dog-type-thing has one goal and one goal only – to save a tiny green bird from a big green robot. This metallic henchman of Dr Robotnik appeared in front of Amy as she walked down the high street with her weekly groceries, and now she is on a Rolf Harris-style mission of mercy to make sure that the bird is safe to return home. Armed with her trusty heart-shooting mallet, she makes her way through Sonic's world, racing throughout Twinkle Park, until the final showdown with Robotnik's bird-bashing 'bot.

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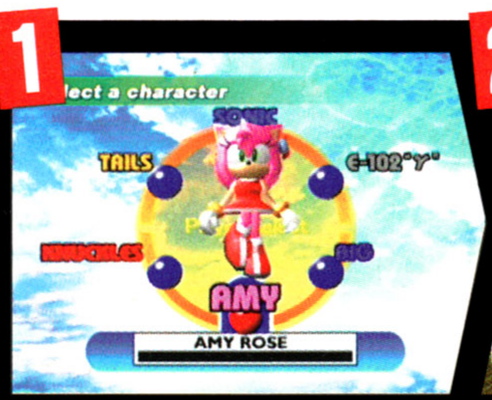


2

3

awesome moment

Can Sonic outrun a giant killer whale? Whoever was it who freed Willy anyway?

"as each area unfolds, you will see exactly why Dreamcast should be in everyone's console cupboard"

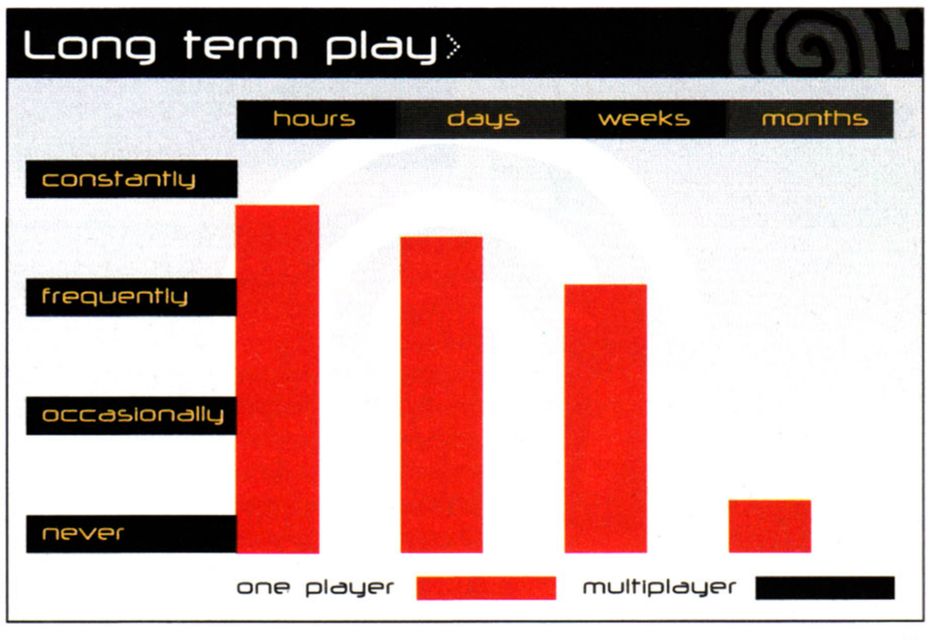
Sonic – The movie

Well, almost. One of the most outstanding features in *Sonic Adventure* is the extended use of FMVs in-between levels, fights and puzzles. The sequence that kicks off the whole game really is a mind blower, with huge explosions and tidal waves, dizzying detail and disaster of epic proportions. The only problem is, these FMVs persist every now and then throughout each character's adventure, and they do get quite repetitive, especially when the character's stories overlap. This holds up the flow of the game, and worst of all – it's impossible to skip them, even if you've seen it all before.

at the added dimension – it doesn't go far enough! Where Nintendo puzzlers like *Banjo Kazooie* are providing off-the-wall teasers, Sonic only goes as far as the old 'pick up a magic pass or coloured key that matches the mystery door' puzzle – often the only real puzzle element is in looking for the key. With luck, the Sonic Team will be concentrating even more on the 'Adventure' element in future games, and a little less on the traditional Sonic style of game.

To be fair, the individual, more traditional style levels in *Sonic Adventure* really can take your breath away. Spinning at 400mph through a totally three dimensional maze really shows off the Dreamcast's capabilities to the full. In these levels, however, your freedom of movement is all but taken away – it's practically just a case of face in the right direction and run. This is made up for later on as the game gets more and more heart-stoppingly difficult, as one wrong move sends you hurtling down into oblivion.

The whole journey from Metropolis to heat-bleached



continued

continued>

"Perhaps the most interesting feature of the game is the chance to have your own Chao creature"

jungle, to ancient palace, and the inevitable showdown on Robotnik's deadly space ship, contains titanic challenges. Sadly though, the 3D camera angle fails at times, revealing more bugs than a health inspection in a kebab shop kitchen, but the sheer size of the worlds gives great scope for surprises and, well, adventure.

It's Life Jim...

Perhaps the most interesting feature of the game is the chance to have your own Chao creature. These hatch from little eggs, and you can name them, develop them store them in your VMS. Here, they behave like Virtual Pets that not only provide you with the task of keeping them happy and healthy, but give you extra sub-games you can play on the VMS when the Dreamcast's packed away again.

Also, when you free the cute little animals in Sonic adventure you can introduce your personal Chao to them, and give the little perisher certain animalistic attributes, such as an elephant's ears, or a bird's beak. After you've allowed your mutated mate to grow strong, you can enter him in the Chao race found at Station Square, providing practically years of enjoyment, with different Chaos on different tracks!

KNUCKLES

> The mysteriously anti-social scarlet echidna has no interest in helping his fuzzy pals to quash Robotnik's world domineering plans – he just wants to get the sacred stone of his tribe back in one piece. Which means that every time you take on a new challenge in Knuckles' adventure, there are three pieces of crystal to collect. Sounds like a tall order, but Knuckles is without a doubt the coolest character in this game – he can soar through the skies, climb skilfully up walls, dig for coins and blow up caged monkeys and, what's more, he's got one hell of a punch!

1

BIG THE CAT

> This feline is a curiously slow, bumbling creature that only seems to want to chill out and dangle his rod in the nearest pool. Arguably based on Homer Simpson, this fat feline is a challenge to play with just a quick swipe of his rod to protect him and the ability to float on water. Luckily, you don't meet him until quite late in the game, so you'll be well-versed in the mechanics and able to cope with the character's shortcomings.

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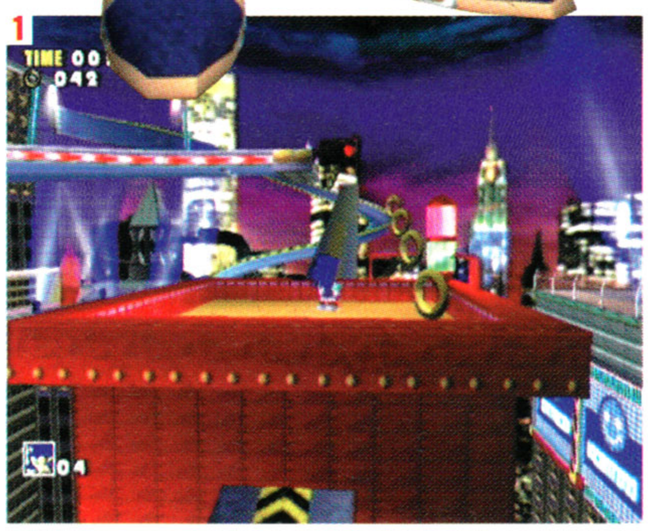
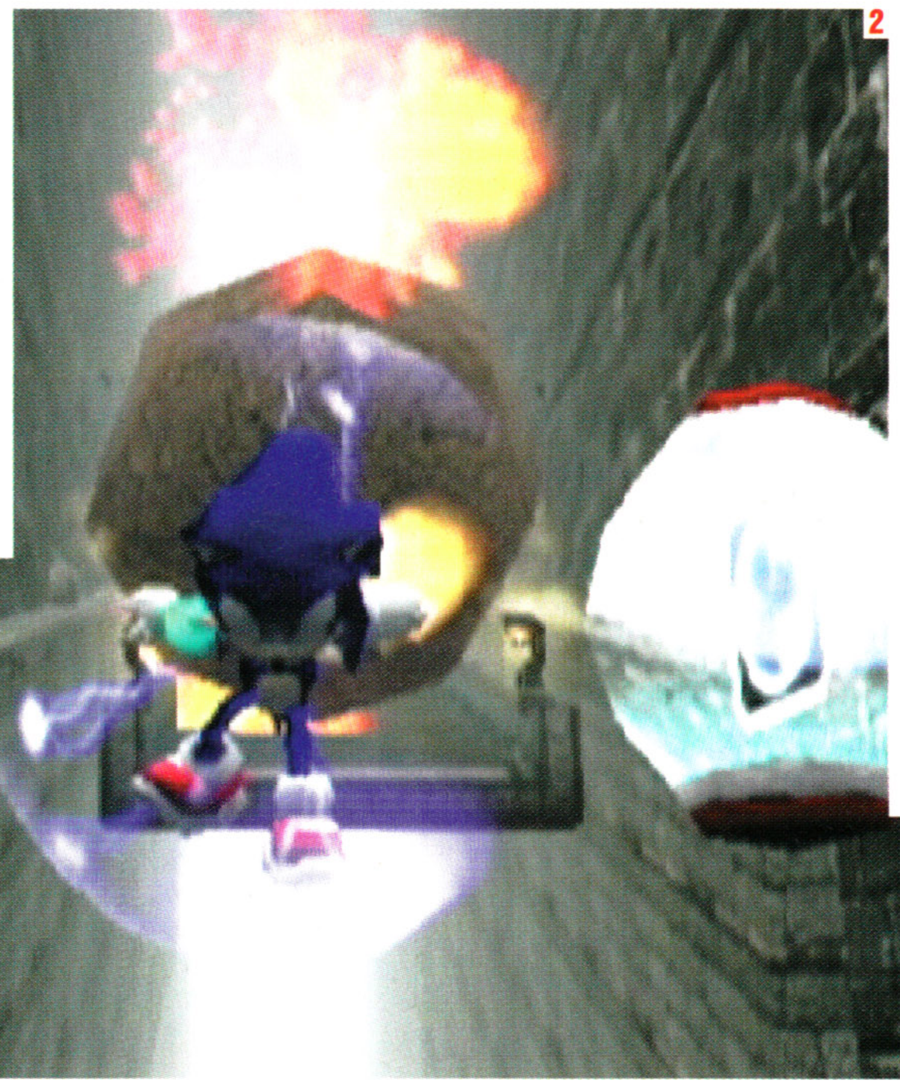
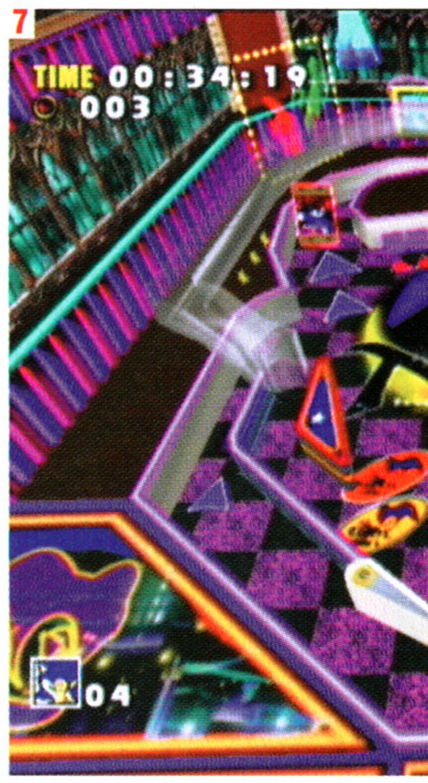
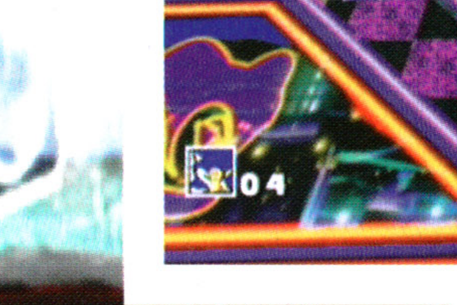






[1] High up on a skyscraper, you can see for miles! [2] The many chase sequences will keep you on your toes. [3] Playing E-102 gives you the chance to turn to the dark side!



E-102

> What's this? Sega allowing customers to play as one of Dr Robotnik's evil henchmen? Not altogether so. E-102 is another mysterious character. Created by Robotnik himself in order to finally do away with the pesky ring-collecting rodents, E-102 begins to develop a soft and cuddly side to his electronic nature. A good thing too, because he's not the most invincible character to take on, with a rather lame laser weapon and a clunky build that makes it darn difficult to navigate your way through the worlds – at least he gives you the opportunity to use Sonic and Tails for target practise.

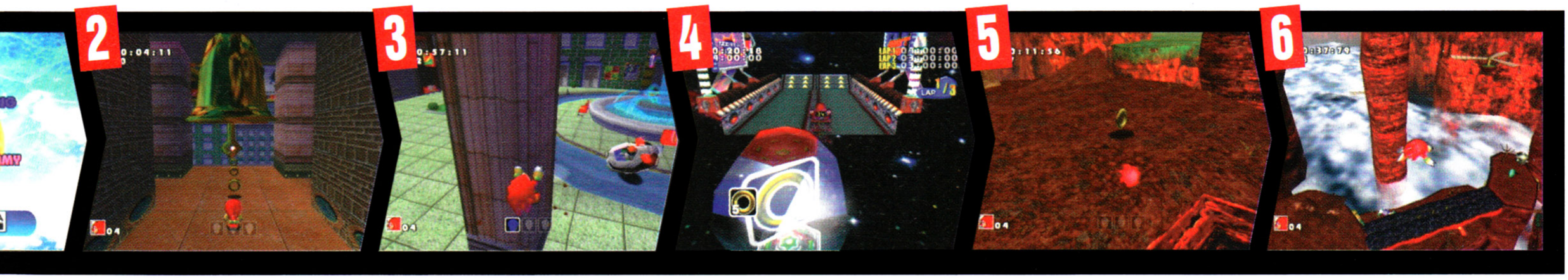
1

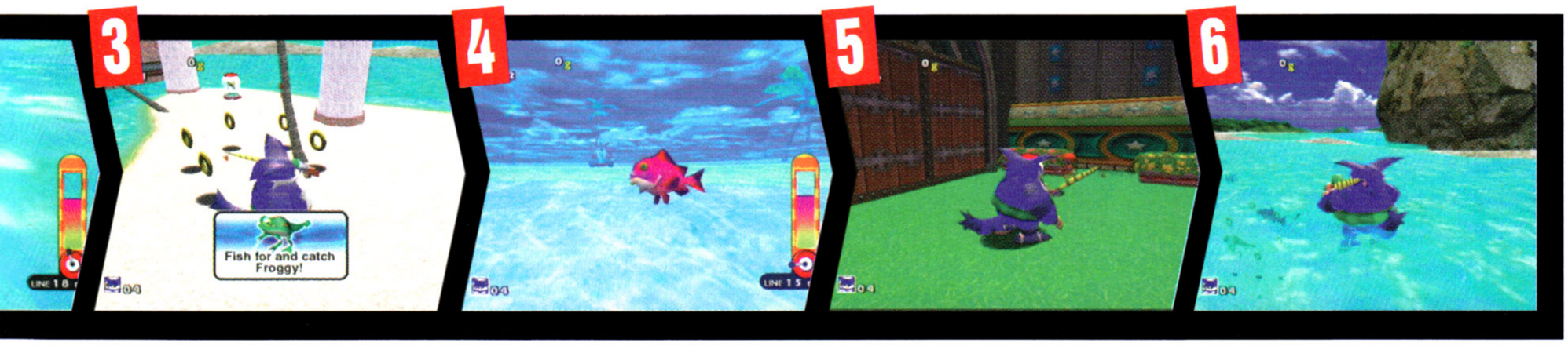
2

3

awesome moment

Some stages go by so fast, you'll wonder what hit you!





[4] Sonic Team have drawn on many videogame influences – anyone remember Nebulus? **[5]** The graphic quality will surely upset any of your PlayStation-owning friends! **[6]** Some levels are dark and sinister. **[7]** NiGHTS Pinball – excellent stuff! **[8]** It's a mug's game!

The Verdict?

While it would be more fun to have some really quirky problems to solve in the adventure sections of the game, it is the individual levels that will have you returning to *Sonic Adventure* time after time. The casino level boasts an entire Sonic Pinball area, and best of all, a chance to play a similar pinball game based on the classic Saturn adventure *NiGHTS*! There are plenty of hidden secrets that give this title a very long shelf life indeed.

If you've already dug deep into your funds to get yourself a Dreamcast, you're going to buy *Sonic Adventure* anyway. Despite many regrettable aspects (Big Cat's fishing adventures are slightly less exciting than looking at grass, though graphically pleasing) it is the first genuinely must-have game available for Sega's kick-bum console, with it's eye-candy-style graphics, loveable characters, funky badly-translated Japanese music and tooth-gnawing challenges, there are few games more likely to have you playing well past Christmas like *Sonic Adventure*. Just turn down the volume whenever Amy Rose starts speaking, and you're away!

Jem Roberts

[9] Tails doesn't look too happy. Better cheer him up. **[10]** Extra touches like leaping dolphins are fantastic. **[11]** I wouldn't mess with a creature as ugly as this! **[12]** The boss battles are challenging, but not tough enough to put you off the game for good! **[13]** The multi-ring power-up has been a regular sight in Sonic games for almost a decade. **[14]** Sonic makes a monkey of himself. **[15]** No game is complete without a snowy level.

2nd opinion

my view > Nick Roberts

> I was a big fan of Mario on the Nintendo 64 – that game kept me up late into the night and the graphics were amazing. But *Sonic Adventure* is better! I didn't expect much, having been let down big time by the Sonic games on Saturn, but Sonic Team have really done themselves proud with this adventure. The sheer size of the game is awesome and you can find new things about each stage each time you play. Then there's the variety – platform levels, racing levels, pinball games – there's so much to *Sonic Adventure* that you'll never get bored. The icing on the cake is the Chao system where you can create your own Virtual Pet and take it away on a VMS. Fantastic stuff!

summing up >

Dreamcast magazine opinion

HOGS

- Lots of variety in the levels.
- The story mode will have you gripped!
- Six characters means there's one for all of us!

DOGS

- The camera often gives you an impossible viewpoint.
- Characters cover the same ground.
- You'll lose sleep – it's just so addictive!

VISUALS	93%
SOUNDS	89%
GAMEPLAY	88%
VALUE	94%

DM Rating 90%

summing up >

Come along now, you know you're going to buy this disc. It's an outstanding example of Dreamcast gameplay – and it's Sonic, for heaven's sake!

alternatively >

- Sega Rally 2
- Virtua Fighter 3tb

website | www.midway.com

Ready

Are you ready to rumble? Dreamcast Magazine went three rounds with Midway's highly original beat-'em-up to see if it is worthy of champ status within Dreamcast's launch arena.

From the catchy opening music, through to the easy to use interface, it becomes obvious that Midway has really gone to town in presenting an easy to pick up and play sports title that will appeal to all ages with *Ready 2 Rumble Boxing*. Whilst the cartoony-style graphics and tongue-in-cheek humour separates Midway's effort from the more serious likes of EA's *Knockout Kings* series, *Ready 2 Rumble* nonetheless provides some serious boxing punch for your betting money. For starters, there are three different gaming modes to choose from: Arcade style action in one or two player option; and the bread-and-butter Championship mode.

The first thing that Dreamcast Magazine did when the review copy of *Ready 2 Rumble* arrived from Midway was leap straight into the ring for some light-footed sparring in the two-player Arcade mode. Only a handful of *Ready 2 Rumble*'s boxing characters are available at first, with the rest being unlocked within the game's Championship mode (this, together with the alternative costumes for each character, has become the kind of beat-'em-up standard), so first up into the ring was the meat-necked Russkie Boris Knokimov and 70s throwback Afro Thunder.

Rocky

Getting the hang of the control system is a doddle, and by round two, the Dreamcast Magazine combatants had mastered such techniques as the block and dodge. *Ready 2 Rumble* gives you the option of using both the D-pad as well as the analogue button to mode your boxer around the ring (meaning that veteran PlayStation and Nintendo 64 gamers will both feel at home).

[1] A left-hook from Butcher will have 'The Bear' Knokimov kissing mat. [2] Up steps New Zealander Jimmy Blood!

essential information >

Dreamcast magazine

Ready 2 Rumble Boxing

Publisher	Midway
Developer	In-house
Origin	USA
Price	£39.99
Genre	Beat-'em-up
Release	October

two players

jump pack

visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N

Whilst *Ready 2 Rumble* does not provide a mini VMS game for you to play on the bus, it does give you a read out on how well you're doing during a match. Basically, your punches thrown and how many actually hits are shown as a percentage... at least that way you'll know whether you moved like a butterfly or a punch bag!

"Make no mistake, Ready 2 Rumble is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!"

awesome moment

The first-person mode is tough to play, but it does give a unique viewpoint.

IN THE RED CORNER

Ready 2 Rumble Boxing initially only gives you three boxers to choose from: Afro Thunder, Boris Knokimov and Butcher Brown, with the remaining 14 becoming unlocked as you progress through the game. Dreamcast Magazine picks our personal top five boxing beauties.

Butcher Brown

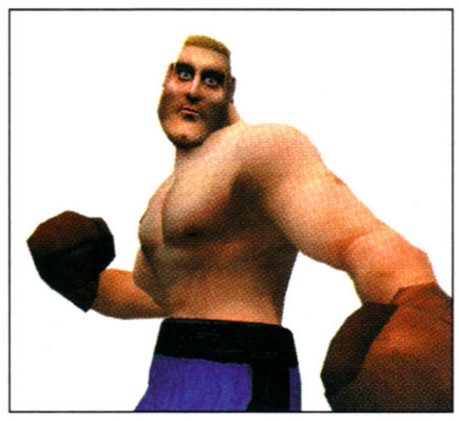
From: Columbia, USA
Age: 23
Special Move: Wild Ride
A cocky boxer who originally lost the championship to Boris Knokimov.

Jet 'Iron' Chin

From: Taipei, Taiwan
Age: 20
Special Move: Great Fang
Light-footed martial artist Jet used to a stunt double for a Hong Kong film star.

Tank Thrasher

From: Alabama, USA
Age: 26
Special Move: Tenderizer
A real 'inbred Jed', Tank used to be involved with crocodile rodeos before boxing.



Boris 'The Bear' Knokimov

From: Zagrev, Croatia
Age: 30
Special Move: Justice Axle
An Eastern European hero.

Selene Strike

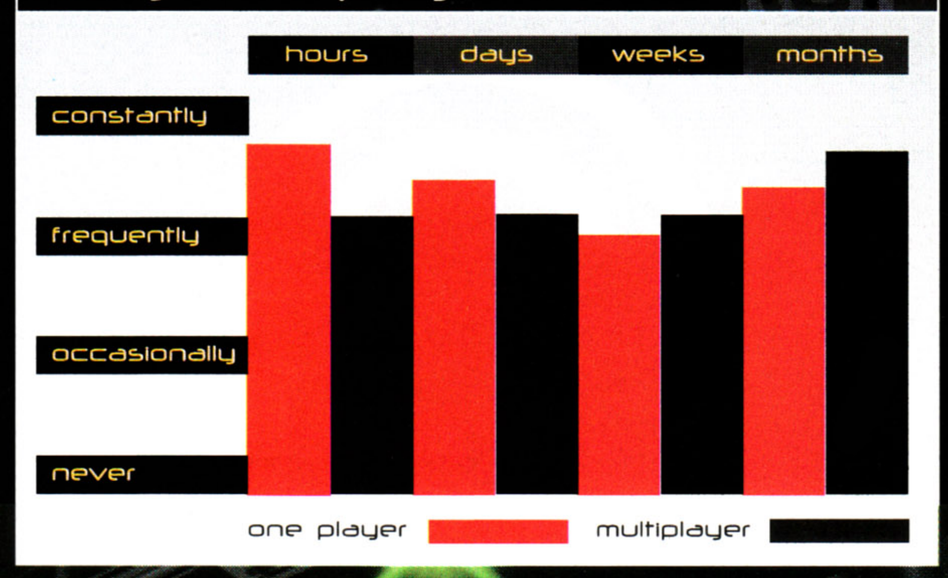
From: Brasilia, Brazil
Age: 24
Special Move: No Love
Don't be fooled by her looks, Selene packs as mean a punch as her male heavy-hitters.

2 Rumble Boxing

[3] Selene Strike takes a sneeky peek at Angel Rivera's butt during a match. [4] Afro Thunder's hairpiece knocks him off balance, setting him up for a meaty punch from Rivera. XXXXXXXXXXXX

Each fighter has two coloured bars at the top of the screen next to their name. The red bar is your healthometer which goes down every time your opponent wallops you, and when that bar runs out, you hit the canvas like a sack of sh... sugar! The ever-fluctuating blue coloured bar indicates your boxer's stamina, meaning that if you hit your opponent when the blue bar's at max, you're going to do a heck of a lot more damage than when it's at the bottom. You're going to need to use the blue graded punches if you want to achieve Rumble mode. Basically, each time you inflict

Long term play



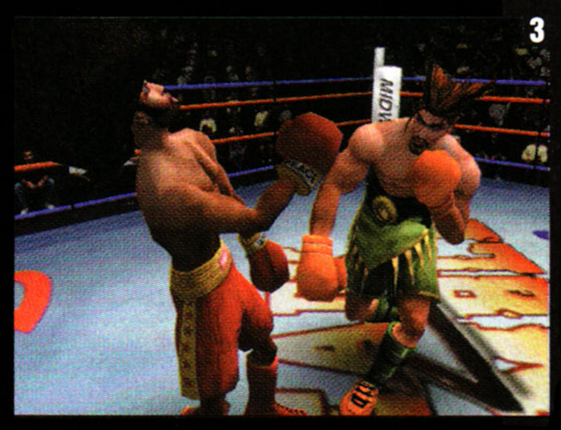
continued

3

infoburst

Extra information

- The first boxing game for Dreamcast.
- There are 17 uniquely different boxers to choose from.
- *Ready 2 Rumble* is officially endorsed by boxing announcer Michael Buffer.
- Each of the boxers has 120 facial expressions.
- You can feel each blow through the Dreamcast's Jump Pack
- Will Smith is set to portray boxing great Muhammed Ali in a forthcoming film.



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[1] Check out the saliva spray from Butcher Brown! Sick, yes. But great detailing nonetheless.

4

website | www.midway.com

[1] You will be astounded by the quality of the graphics – the facial features and skin tones are second to none! [2] Ready 2 Rumble's 'Inbred Jed', Tank Thrasher, feels the mighty right-hook of Afro Thunder. [3] Sumo dude, Salua, holds back the tears as the seemingly unstoppable Knokimov chalks up another winning punch. [4] It's Mr Rumble himself, Michael Buffer, as he announces another exciting bout of Ready 2 Rumble action. [5] It's a rare sight to see Knokimov on the receiving end. Here's hoping that Salua can keep up the pace.

continued>

2nd opinion

my view> Damian Butt

This is the most impressive fisticuffs game since *Frank Bruno's Boxing* on the Speccy! It needed a machine as powerful as the Dreamcast to bring this type of game kicking and screaming into the new Millennium and it's difficult to find fault with it. Graphically this is superb, with hilarious facial expressions, bruising, teeth flying out and of course the obligatory squirrel-faced ref. Best played in first-person mode, you can feel every punch, and the way you can also use the analogue stick to overemphasise each move is spectacular. A career mode is the icing on the cake.

enough damage per blow, a letter appears at the bottom of the screen, which will eventually spell out the word 'RUMBLE'.

Once you've spelled out the magic word, quickly press both trigger buttons together and watch as your boxer's gloves glow menacingly. You now have maximum stamina for a short time, and can also unleash each boxer's unique Rumble Flurry – a superfast and superpowerful special move that will soon have your opponent sucking mat.

Raging Bull

If you get knocked down once your red bar runs out, you need to tap the buttons rapidly to get your boxer back up off of the mat. Likewise, if you knock down your opponent, tapping the same combination of buttons allows you to gain back a little more health. The winner of each boxing match is the one who gains the set number of knockdowns – the default setting is three.

You can alter how many rounds, knockdowns (how many times you or your opponent can hit the mat before losing), and length of each individual round within the Arcade option. Also, the one-player Arcade mode has three difficulty settings: Bronze (easy), Silver (medium) and Gold (hard as Mike Tyson). Whilst you can also change the perspective of the in-game camera, from the standard perpendicular to the boxers, rotate about the boxers, ringside view, rotate about ring, first-person player one, and first-person player two. Although, to be honest, the default perpendicular view is the best, and thought that the first-person options were practically unplayable (particularly as it makes it difficult to judge the distance of your opponent).

The Champ

Ready 2 Rumble really comes into its own within the game's Championship mode. As it is here that you can pick a boxer and take them through training and a series of prize fights, with the ultimate aim of having them crowned as a true champion. To do this, you need to build yourself a gym and spend the money you earn during competitions to buy equipment. There are a variety of top mini-games in this section, some of which require you to tap buttons at the right time, like in the Rumble Aerobics training mode.

Midway has put together a true champ of a boxing game, which deserves to do well. Make no mistake, *Ready 2 Rumble* is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000! Check out this heavy-weight beauty.

Stuart Taylor

summing up the game > Dreamcast magazine opinion

CHAMPS	CRAMPS
⊕ Stunning high-res graphics.	⊖ Playing against the computer's repetitive.
⊕ Atmospheric sound effects.	⊖ Music and sounds are very limited.
⊕ A terrific tongue-in-cheek sense of humour.	⊖ Not Net compatible (but maybe we're just being greedy?).

VISUALS	90%
SOUNDS	88%
GAMEPLAY	91%
VALUE	91%

DM Rating 89%

summing up >
Midway has produced a true next generation sports title, with top animations and a stonking tongue-in-cheek sense of humour.

alternatively >
- Virtua Fighter 3tb
- Soul Calibur

IMPORTANT ANNOUNCEMENT

The sampled "let's get ready to rumble!" opening speech featured within the game is taken from world famous boxing announcer, Michael Buffer. The latter is known as the 007 of boxing in Japan, and he's also 'done a David Hasselhoff', he went to the top of the German club charts with his single. However, we here at Dreamcast Magazine cannot forgive Buffer for inspiring the godawful PJ & Duncan 'Let's Get Ready To Rumble' tune.

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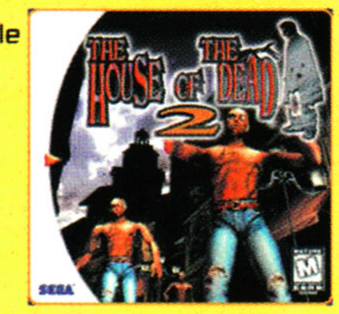

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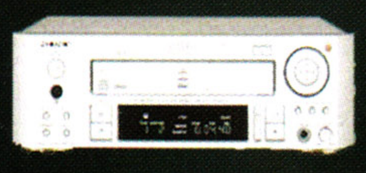

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Sega Ra

After the original virtually sold the Saturn by itself, can the much-anticipated Sega Rally sequel repeat that startling performance as the worlds best arcade racer goes 128-bit?

The instant *Sega Rally 2* hit the arcades, fans of the original flocked from every crevice around the world to play what is now one of the greatest arcade hits of the decade. Gamers repeatedly pumped large handfuls of coins into the arcade machine, so why should the console conversion be any less popular?

After eagerly turning on the Dreamcast and patiently waiting as the new European blue logo pops up, the familiar *Sega Rally* title screen appears, and with the touch of a button you're presented with a number of options to choose from.

The arcade option is the first to catch your eye, as the temptation to jump straight in and thrash your supercharged rally car around a muddy track provides too great to pass up. With the choice of 'Championship' or 'Practice' appearing before you, the urge to jump straight in, front wheels first, is only natural – after all, there is no time to waste practising when there is a championship to be won!

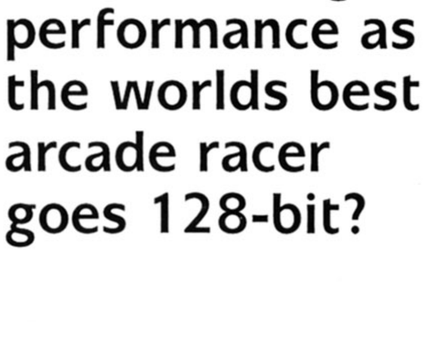
Easy Left

After choosing one of the nine cars initially available – with bonus cars awaiting you – the quick loading times are a godsend, considering how much detail has been put into the graphics. The wonderful high resolution of the screen looks just fantastic on a large TV – and sounds superb if you have a surround sound set-up. Unlike the hurried Japanese release, us Europeans have the honour of playing the best version of the game (at last!) as improvements to the graphics

essential information >

Dreamcast magazine

Sega Rally 2



Publisher	Sega
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Racing
Release	23 September

two players

arcade stick

steering wheel

modem

jump pack

visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N

THE RALLY MASTERS

You're never going to win the race without a good race car, and there are some impressive machines in Sega's home version of this arcade classic. The game is packed full of statistics that all car buffs are going to go wild for, so lets see exactly what makes these rally cars tick-over!

Ford Escort WRC

A great car not only for the beginner, but for the more experienced driver too. High speeds and great handling do the Ford badge justice.

Subaru Impreza WRC '98

The car which took Colin McRae to the dizzy heights of fame and fortune.

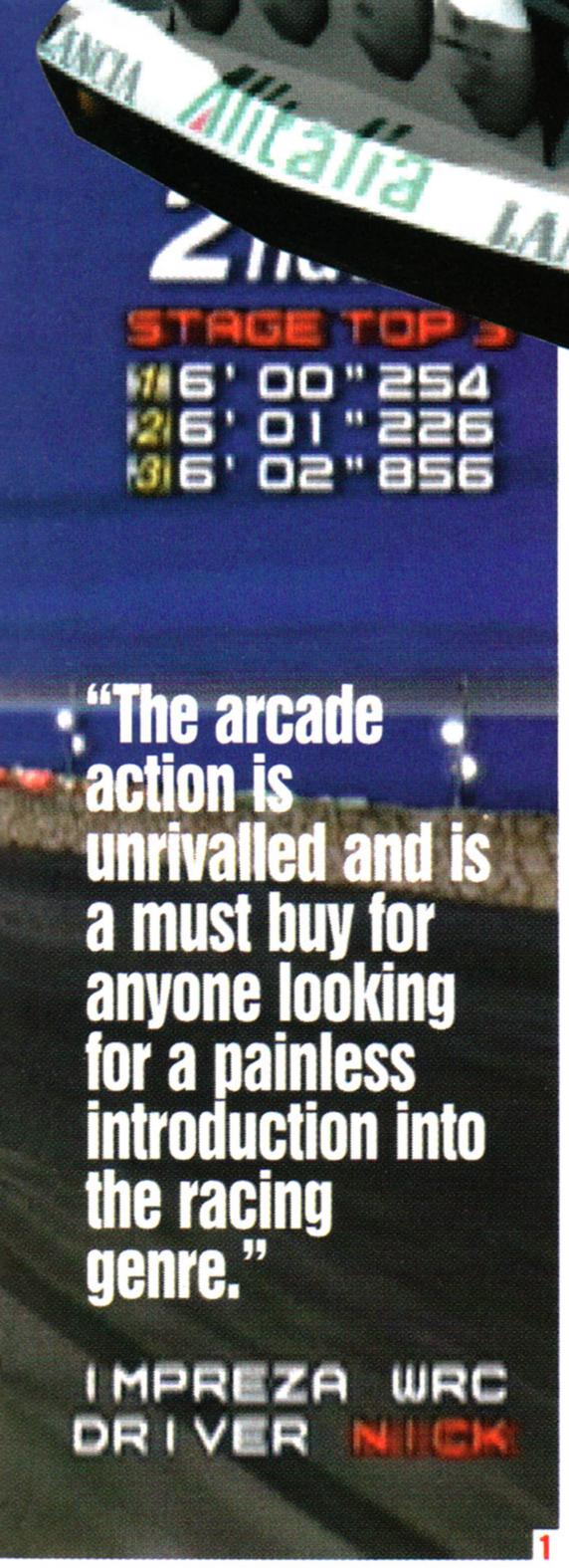
Mitsubishi Lancer Evolution V

The Lancer is on course for equal status with the Subaru, but there is very little to separate them.

awesome moment

No racing game is complete without a mad helicopter flying overhead.

lly 2



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and realism of the cars and courses have been made.

3... 2... 1... Go! The rally engine roars into life as the race against the clock and the opposition is on. The speed of the game seems true to the arcade, however, the keener eye will spot the odd amount of slow-down as the programming struggles to maintain the striking visuals when large amounts of detail whisk there way onto the screen. Fortunately, your initial perception of this action soon disappears as you're sliding around medium lefts and tight hairpins, attempting in vein to nudge that little closer to the car in front.

Easy Right

If you're still gasping for more off-road action, then the '10 Year Championship' should quench your thirst. Each year actually consists of four courses, with the aim to place in the top three to continue onto the next year. The learning curve is initially easy and gets progressively harder each year. Bonus cars can be unlocked by winning each yearly championship, which is coupled with a nice victory FMV celebration sequence. Car settings also come into play – and will keep the simulation fans temporally happy – as fiddling around with your transmission, gear ratios, suspension, steering, brakes and tires will effectively improve or dampen your chances of success.

The multi-player aspect is one of the biggest reasons behind the game's success in arcades; whether there are two – or even eight of you – there is an uncontrollable urge to ram in coin after coin, with the solemn intention of beating your mate to the chequered flag. Although there can be only two players on one Dreamcast, utilising the Sega network, the number of opponents is endless as the possibilities of playing against other Dreamcast owners throughout the UK presents

2

3

[1] A daring overtaking manoeuvre could pay off big time if the Peugeot manages to hold the outside line. [2] Watch out for the crowd – they often get in the way. [3] You can go head-to-head against a friend as the Dreamcast manages to maintain the fantastic speed without slowdown.

Lancia Stratos HF

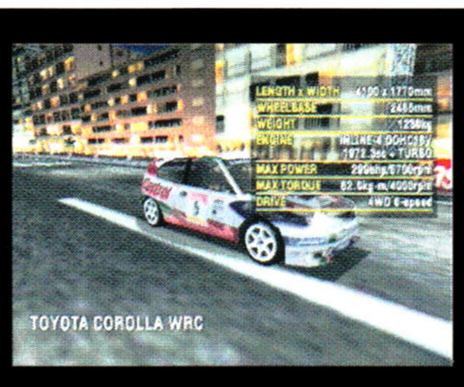
The Lancia Stratos is not the fastest car in the bunch, but the handling is quite superb. However, it's prone to the odd amount of oversteer.

Lancia Delta HF Integrale

Perhaps the pick of the pack. This speedy has the looks, moves and handling to match the best.

Peugeot 306 Maxi

This one from Peugeot is a surprisingly poor car to drive. Nice acceleration fails to counteract the terrible handling – particularly on tight corners.



Toyota Corolla WRC

The first of the Toyota's is a good all round automobile – it's handling is nothing to shout about, but then again nothing to criticise either.

Toyota Celica GT-Four ST205

The tasty Celica is more suited to tarmac racing than the muddy heights of rally driving.

continued>

CHALLENGING COURSES

The diverse tracks and conditions available in *Sega Rally 2* do this arcade conversion justice as you can see for yourselves.

Desert
A bright and breezy course with fairly simple corners to negotiate and familiar surroundings from the original *Sega Rally*.

Mountain
A Tarmac separated with gravel surface with the weather changing at the drop of a hat. High speeds are often essential.

Snowy
Hazardous conditions can create one crash after another on this icy track. Although initially a wide course, the other two laps are not so easy.

Riviera
A typical street circuit with a mixture of tight hairpins and medium turns. A nice long straight presents overtaking opportunities.

Muddy
Slip-sliding all over the track is not necessarily a bad thing – unless you lose control of the vehicle altogether and end up in the crowd!

Isle
Wind and rain prevent this coastal drive from being anything but relaxing. Stick to the inside line whenever possible.

continued >

itself, thanks to the much-herald network play using the console's built-in modem. If it all goes to plan for Sega, late nights and overheating Dreamcast consoles will be a common occurrence as friends and strangers compete over the network.

Medium Left

The success of *Sega Rally 2* is not solely down to its eye-catching visuals, great lighting and weather effects. With time on Sega's side, it's the little things that make it stand out amongst it competitors, both on the Dreamcast and off. Great course design, varied handling styles of cars (which actually makes driving each car a new challenge), inclusion of the original *Sega Rally* tracks and the odd spectator risking life and limb by dashing across the race track seconds before you come hurtling around.

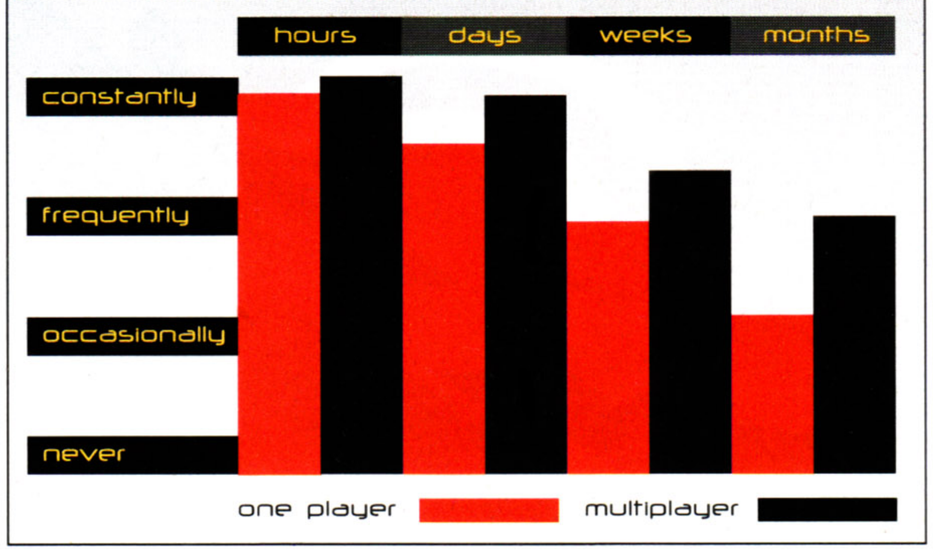
There maybe a lack of car damage, CPU intelligence and the limitation of only two camera views, but this is not surprising when you remember that what we have here is a conversion and not an original console idea – still, it would be nice wouldn't it!

Getting used to a new joypad is rarely welcome, as we all have our old favourites, but the longer you spend thrashing your Lancia Delta through the six track locations (each with three variations) the more your opinion of the Dreamcast controller grows as the analogue throttle and brake introduce a greater feel of control.

Sega Rally 2 may not be the best racing game to hit the console – Sony PlayStation's *Gran Turismo* still holds that honour – but the arcade action is unrivalled and is a must buy for anyone looking for a painless introduction into the racing genre.

Paul Morgan

Long term play



2nd opinion

my view > Nick Roberts

A new Sega console wouldn't be complete without another conversion of *Sega Rally* – many Saturns were sold on the strength of the original and I'm sure the same will be true of the Dreamcast. This is one impressive conversion too – turning the Model 3 arcade machine into a 128-bit console masterpiece must have been a tough task for Sega, but we must really take our hats off to them! It's all here – the graphics, the sounds and the addictive gameplay. It's even got a multi-player mode that allows you to play over the Net – great!

[1] The conditions are treacherous as the Celica switches up a gear and looks to mount a serious challenge on the 306. [2] The helicopter pops up out from the clouds once more as you thrash your brand spanking new Celica around the tarmac circuit. [3] By winning in each year of the 10 Year Championship you will unlock one of the many cars hidden within the game. [4] Perhaps the biggest attraction to the Dreamcast is the potential of network gameplay.

summing up > Dreamcast magazine opinion

TREAD	DREAD
⊕ Fast, arcade-style gameplay.	⊖ The cars seem to occasionally float.
⊕ Good two-player split-screen mode.	⊖ A few more tracks would have been welcome.
⊕ Multi-player games over the Net!	⊖ It doesn't come with a hydraulic chair!

VISUALS	94%
SOUNDS	90%
GAMEPLAY	89%
VALUE	90%

DM Rating 91%

summing up >

Sega have come up trumps with another excellent coin-up conversion that will surely sell the Dreamcast by the car boot load!

alternatively >
- Tokyo Highway Challenge
- Speed Devils

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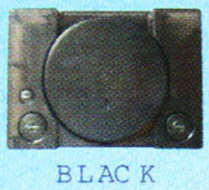

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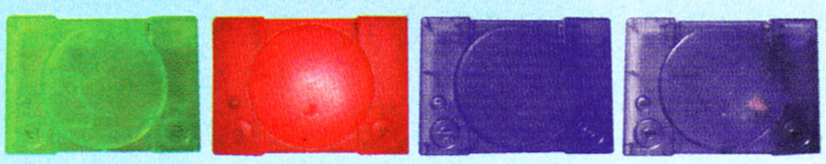

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Virtua Fight

Every console needs a great beat-'em-up and the Dreamcast has one of the best. *Virtua Fighter 3* rocked the arcades with its slick gameplay and amazing visuals, so has Sega's little beauty pulled off the all-important 'perfect conversion'? Let's take a look...

Dreamcast magazine ULTRA game

When a new console comes to the market the first few games that are released need to be 'top draw', they need to grab the game buying public's attention and really set the standard for what's to come. Well Sega have got a number of titles that fit this bill perfectly for the release of Dreamcast, and *Virtua Fighter 3tb* was always going to be one of the most popular!

Some said that an arcade-perfect conversion just couldn't be done, others said that something would have to be compromised. Well the game is finally here, and I am please to report that the doubters were wrong – this truly is a rare thing indeed – an arcade perfect conversion!

What's All This 'tb'?

First of all lets just clear up the 'tb' bit of the title. Not content with giving us an arcade perfect conversion of their masterpiece, Sega also insisted on adding a new feature for the Dreamcast game. This is the 'Tournament Battle' option and means you can indulge in a kind of tag-team match with your favourite three fighters, squaring off against your mates (or CPU controlled) best three brawlers.

This feature means that even when the normal mode, which sees you fighting through all characters before taking on Dural, has long since been finished, the 'tb' option will still be providing you with something that keeps you coming back for

essential information > Dreamcast magazine

Virtua Fighter 3tb

Publisher	Sega
Developer	AM#2
Origin	Japan
Price	£39.99
Genre	Beat-'em-up
Release	23 September

two players

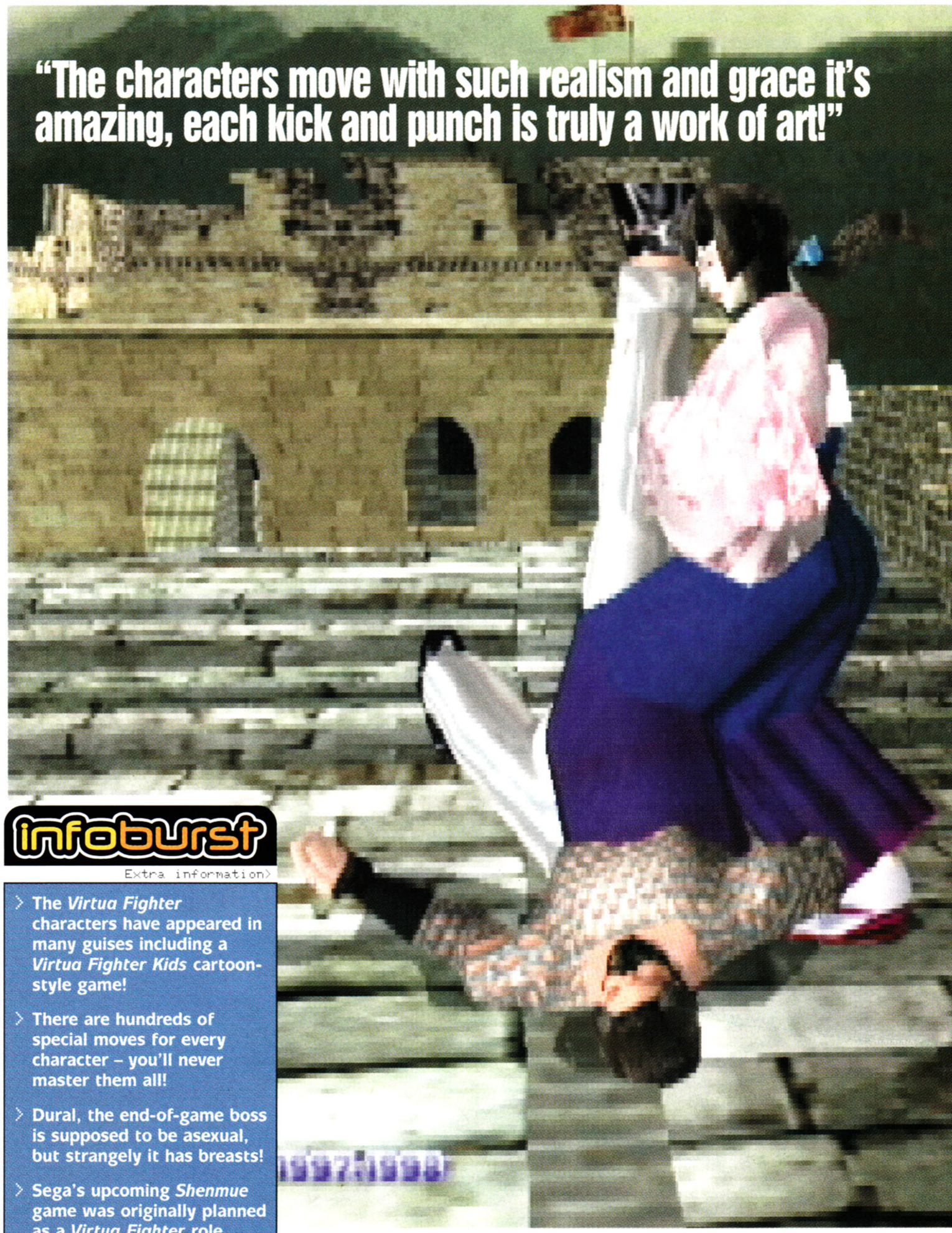
arcade stick

jump pack

visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N



infoburst

Extra information>

> **The *Virtua Fighter* characters have appeared in many guises including a *Virtua Fighter Kids* cartoon-style game!**

> **There are hundreds of special moves for every character – you'll never master them all!**

> **Dural, the end-of-game boss is supposed to be asexual, but strangely it has breasts!**

> **Sega's upcoming *Shenmue* game was originally planned as a *Virtua Fighter* role playing adventure!**

awesome moment

Dural, the ultimate Virtua Fighter, has never looked so good!

ter 3tb

1

2

3

4

[1] The new Tournament Battle mode allows each player to select their three favourite characters. [2] There are no special effects when a punch hits home in this game. [3] Game Over man! [4] He may be old, but Shun Di still has what it takes!

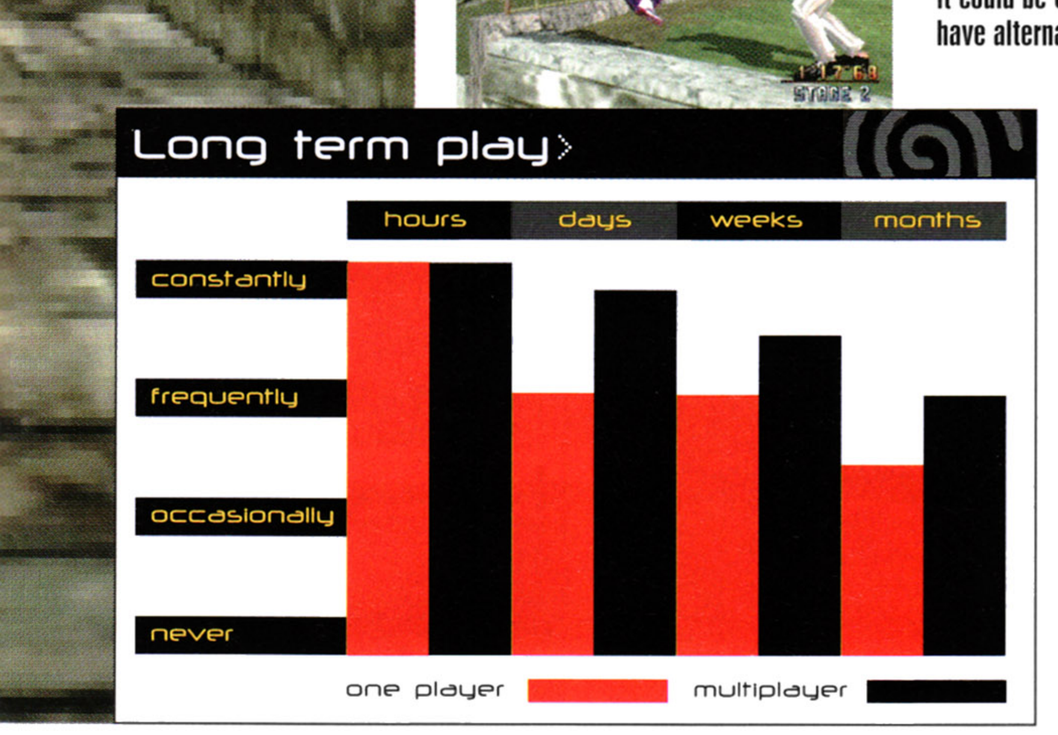
5

6

7

[5] Don't be fooled by the fragile look of the women in Virtua Fighter – they are hard as nails! [6] Akira helps out Jeffry with his aerobic exercises. [7] Many battles take place on the edge of a high platform – one slip and it could be Game Over permanently! [8] The characters have alternative costumes for head-to-head fights.

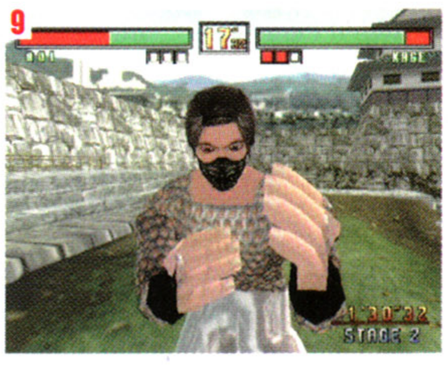
8



Fluid Motion

Okay, with the basics out of the way let's take a gaze at those graphics. I'd wager that if you put the Dreamcast and arcade versions side by side, nine out of ten owners would not be able to tell the difference! It really is that good. However, what these screenshots don't show you is how well animated everything is.

The characters move with such realism and grace it's amazing, each kick and punch is truly a work of art! When you



9

[9] With gloves this size Kage should be over in UEFA Striker on page 30 saving goals, not fighting!

more. It addition to these two forms of play you've also got a practise mode, perfect for polishing up on the all-important combo attacks and throwing techniques. This option can be tailored to your individual skill level, making it great for rookies and veterans alike!

continued >

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continued >

[1] A bit of girl-on-girl action never did any harm! [2] Scary eyes! Pai looks like a girl possessed in this arcade conversion. [3] When you've battled your way through all the regular fighters you get to take on the ultimate Virtua Fighter – Dural. This asexual being can use any of the fighters' special moves, so will always keep you guessing!

start getting good you'll be able to string punches and kicks together into seamless combination attacks that look as good as they are deadly.

In terms of playability VF3tb scores highly. The controls are sharp and responsive, the moves while tricky can be mastered with a little practice and the feeling of putting together a match-winning combo is second to none!

Coming Back For More?

The trouble with the game is that once you begin to learn how the CPU opponents think and fight, the matches are all too predictable, and even the Tournament Battle option soon wears thin when playing on your own. In two-player mode things look much more rosy, a human opponent means that each battle is different.

So there you have it, an arcade perfect conversion of a brilliant game. Yeah, it may not be the best one-player game in the world, but if you've got some mates then Virtua Fighter 3tb is the game for you!

Simon Hill

2nd Opinion

My view > Nick Roberts

I had my doubts as to whether the Dreamcast version of *Virtua Fighter 3* would capture the same quality feel, but it seems I had to reason to doubt the mighty Sega! There are so many moves to master and secrets to find that it's going to keep fighting game fans busy for the rest of the year! For a quality arcade experience in your living room, either pay £5000 for the arcade machine, or get this for the Dreamcast!

TOUGH COOKIES

Virtua Fighter 3tb features 12 of the toughest warriors ever assembled. You have martial arts specialists, Ninjas, street brawlers, wrestlers and even an old guy who drinks too much! The key is to pick a character who you can get on with. Some will go for Jeffry McWild's power, some will like Pai Chan's speed while other will find Akira's patient style of fighting more appealing. Check out all 12 characters, look at their stats then spend some time in practice mode perfecting your skills. It's the only way to become a *Virtua Fighter* master!

Wolf Hawkfield

Date of Birth:	8 February '66
Sex:	Male
Nationality:	Canadian
Height:	1.81m
Weight:	110kg
Job:	Wrestler
Blood Type:	O
Hobby:	Karaoke
Fighting Style:	Pro Wrestling

Sarah Bryant

Date of Birth:	4 July '73
Sex:	Female
Nationality:	American
Height:	1.73m
Weight:	55kg
Job:	College Student
Blood Type:	AB
Hobby:	Sky Diving
Fighting Style:	Jeet Kune Do

Lau Chan

Date of Birth:	2 October '40
Sex:	Male
Nationality:	Chinese
Height:	1.72m
Weight:	77kg
Job:	Chef
Blood Type:	B
Hobby:	Poetry
Fighting Style:	Keon-Ken/Tiger

Jacky Bryant

Date of Birth:	28 August '70
Sex:	Male
Nationality:	American
Height:	1.82m
Weight:	75kg
Job:	Indy Car racer
Blood Type:	A
Hobby:	Training
Fighting Style:	Jeet Kune Do

Taka-arashi

Date of Birth:	11 November '68
Sex:	Male
Nationality:	Japanese
Height:	Unknown
Weight:	Unknown
Job:	Ex-Sumo Wrestler
Blood Type:	O
Hobby:	Shougi
Fighting Style:	Sumo

Pai Chan

Date of Birth:	17 May '75
Sex:	Female
Nationality:	British/Chinese
Height:	1.66m
Weight:	49kg
Job:	Action Super Star
Blood Type:	O
Hobby:	Dancing
Fighting Style:	White Crane Fist

Kage-Maru

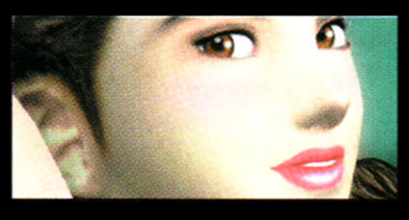
Date of Birth:	6 June '71
Sex:	Male
Nationality:	Japanese
Height:	1.78m
Weight:	66kg
Job:	Ninja
Blood Type:	B
Hobby:	Mah-jong
Fighting Style:	Jujitsu

Akira Yuki

Date of Birth:	23 September '68
Sex:	Male
Nationality:	Japanese
Height:	1.80m
Weight:	79kg
Job:	Kung Fu Teacher
Blood Type:	O
Hobby:	Kung Fu
Fighting Style:	Hakkyoku-ken

Shun-Di

Date of Birth:	2 January '12
Sex:	Male
Nationality:	Chinese
Height:	1.64m
Weight:	63kg
Job:	Herbal Doctor
Blood Type:	O
Hobby:	Collecting Medical Herbs
Fighting Style:	Drunken Fist



Lion Rafale

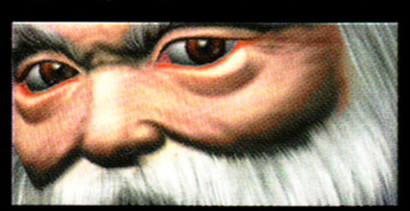
Date of Birth:	24 December '79
Sex:	Male
Nationality:	French
Height:	1.71m
Weight:	61kg
Job:	High School Student
Blood Type:	AB
Hobby:	Collecting Knives
Fighting Style:	Mantis

Jeffry McWild

Date of Birth:	20 February '57
Sex:	Male
Nationality:	Australian
Height:	1.83m
Weight:	111 kg
Job:	Fisherman
Blood Type:	A
Hobby:	Reggae Music
Fighting Style:	Fist Fighting & Submission holds

Aio Umenokoji

Date of Birth:	14 March '79
Sex:	Female
Nationality:	Japanese
Height:	Unknown?
Weight:	Unknown?
Job:	Martial Arts Teacher
Blood Type:	A
Hobby:	Ikebana
Fighting Style:	Aiki Ju-Jutsu



summing up > Dreamcast magazine opinion

FIGHTERS

- ⊕ Perfect conversion of the arcade game.
- ⊕ The animation is fluid and detailed.
- ⊕ Hundreds of moves to master.

SHITERS

- ⊖ Fighting game experts will soon conquer the game.
- ⊖ The CPU can get repetitive.
- ⊖ The pad isn't ideal for fighting games.

VISUALS	94%
SOUNDS	92%
GAMEPLAY	93%
VALUE	92%

DM Rating 93%

summing up > A masterpiece of arcade conversion – this game will simply blow you away!

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The House of the Dead 2

A city overrun with zombies... the populous running with terror... a crazy genius with plans of domination. Welcome back to the world of survival horror!

Dreamcast magazine ULTRA game

essential information >
Dreamcast magazine
The House of the Dead 2

Publisher	Sega
Developer	In-house
Origin	Japan
Price	£39.99 (£59.99 with gun
Genre	Shoot-'em-up
Release	23 September

two players

lightgun

jump pack

visual memory system
VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N

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Extra information>

- *The House of the Dead 2* is the first Dreamcast game to use the lightgun.
- Amazingly, the home version of the game is actually better than the arcade!
- Alternative paths mean that the game is different every time.
- There are plenty of extra modes to keep you coming back!

People with a reasonable memory will remember the original game is this series, called (rather obviously) The *House Of The Dead*. This saw two agents called to a mansion in the middle of nowhere to investigate a 'disturbance' and the activities of Curien, a brilliant but eccentric scientist. In actuality, *THOTD* was a fantastic continuation of the theme set by Sega's top lightgun game *Virtua Cop*, and finally gave the people what they wanted – blood, and lots of it.

The sequel leapt over everyone's expectation in the

PLAYING WITH THE BIG BOYS

You might think that taking on the normal zombies (if you can call being a zombie 'normal') of the city is a tough enough task but Goldman is obviously serious about destroying humanity. If he wasn't, he wouldn't have created the biggest nasties ever seen to wipe you off the face of the planet would he? Check out these bosses...

Judgement

Talk about a tough start – no matter what you do to hold him back, Judgement just keeps on coming! He's a hulking brute of armour and is pretty much indestructible but his flying demon friend looks a little more fragile...

Heirophant

This nightmare from the deep carries a massive trident and he's looking to stick it right where the sun don't shine! Watch out for the killer piranha he throws at you and shoot his heart whenever you can.

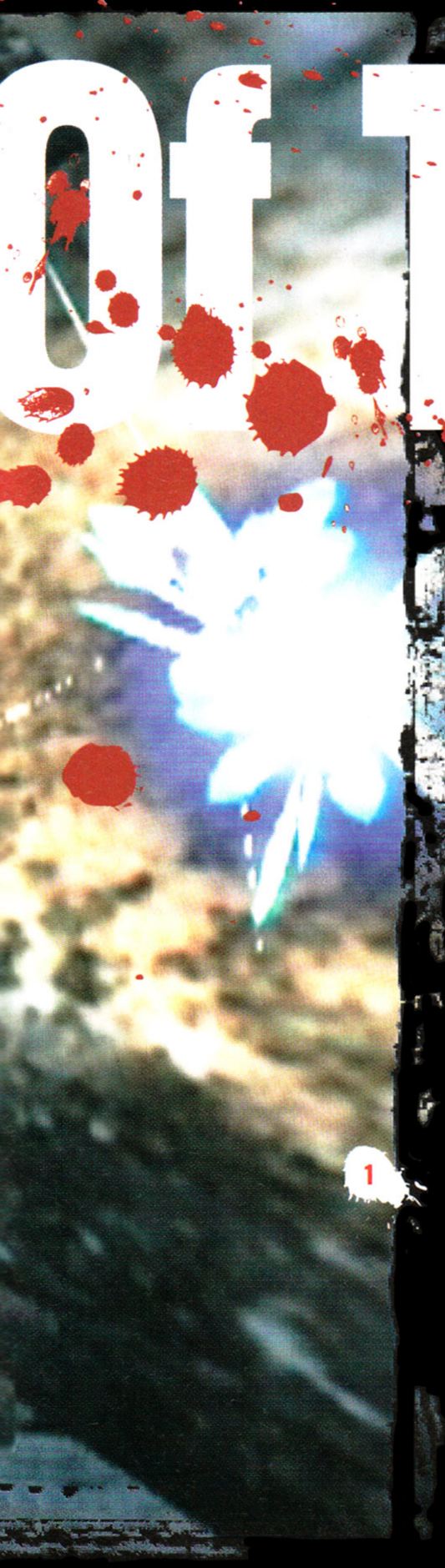
Tower

Bringing back memories of all those Greek legends, Tower is a hydra-like monster and all the heads want to take a bite out of you! Don't relax when you kill all the little heads – it ain't over yet...

awesome moment

Here's an intro that sets the tone perfectly – now don't be scared!

# of The Dead 2



"The main Arcade mode is a spot-on conversion of the big-screen version but with major cosmetic touches."

[1] Some of the zombies later in the game are very organised! One will distract you while the other stabs you with a kitchen knife! [2] Two-player games don't come much better than this – both players can battle it out at the same time. [3] Ideally you don't want a chainsaw in the head. [4] You've got to watch for attacks from above too! [5] Zombies take a couple of shots to kill – shoot them in the face and they will keep on coming!

arcade with massive enemies and lightning-fast gameplay. Rejoining events nearly two years after the first game, the scene moves to a nearby city that has apparently been overrun by hordes of nightmarish creatures – two new agents being assigned to investigate. The arcade version was tough too, and kept people coming back for more almost every time.

John Wayne

So how well have Sega done in transferring this huge game to the small screen? The phrase that is commonly overused in situations like this is 'arcade perfect', even when the game clearly isn't. Well, let's try something new... how about 'arcade superior'? That's right – the Dreamcast version of *THOTD2* is actually better than the arcade version in almost every way.

You'd have thought that when it comes to gun games, there's not much you can do with it. Slap in the arcade mode and a couple of extras and that's about it. WRONG! Once again, Sega have pulled all the stops out to make this packed tighter than Melinda Messenger's brassiere – there are so many bits and pieces to play that it'll be a long while until you put this one down.

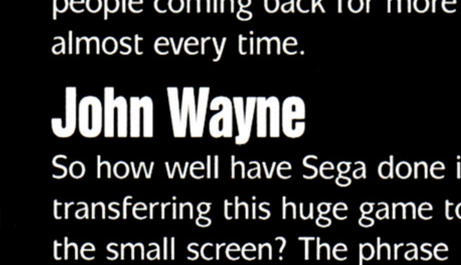
Clint Eastwood

The main Arcade mode is a spot-on conversion of the big-screen version but with major cosmetic touches. The visuals are perfectly sharp and clear with rich colour and detailed backgrounds... you could almost be there yourself! The zombies shuffle around as you'd expect them to, but don't let that stop you from killing them as they're still dangerous! Thankfully, the multiple routes that go through each level have been

continued >

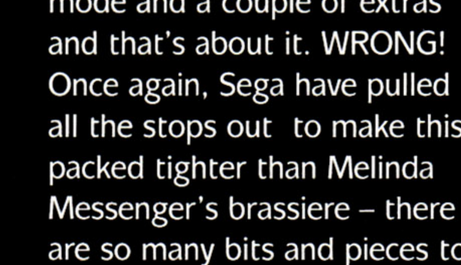
Strength

Wearing his little black leather mask, you'd think he's some kind of gimp. Don't say that his face though or you're likely to feel the business end of the power chainsaw he carries around with him!



Magician

Oh no! You thought you killed him during the original *House Of The Dead*, didn't you? Well you were wrong! He's back and he's twice as dangerous as before – don't get scared, just shoot him!



Emperor

Even G's diary has little information about this ultimate enemy. He's big, scary and has a habit of turning his liquid metal body into nasty sharp spikes and balls to hurt you with. Gulp.

1

2nd opinion

my view> Nick Roberts

> I agree with Martin in that arcade games might look really great on the Dreamcast, but the gameplay has been set up for the 'quick fix' arcade mentality and not the home console where we expect more. You'll find yourself playing the early levels of *The House of the Dead 2* over and over again, which is never a good thing. This doesn't mean that the game isn't worth buying though, it's a really good blast with jaw dropping visuals and adrenalin pumping action.

continued>

"In order to make things more interesting Sega have included a 'special edition' of the Arcade mode"

retained, so by shooting different zombies or (God forbid) innocents, you can make the game different every time.

In order to make things more interesting Sega have included a 'special edition' of the Arcade mode – Original Mode. This plays the same as its twin but with the addition of special items to collect along the way. While some are placed in clear view, others are hidden behind crates, doorways or gratings and it's up to you to find as many as you can. Once you've got them, they can be accessed in a menu the next time you play and can drastically alter the way you play the game. Imagine having infinite bullets, energy or credits, using a paintball or machine gun or even taking on the zombies as Goldman himself!

Although you can play the game with a joypad, you won't be able to achieve the total arcade experience until you hold a gun and actually aim it straight at a zombie. The game can come packaged with the SunSet lightgun for a mere £20 extra which we strongly recommend you take advantage of. Not only is it an incredibly accurate peripheral, but it is light and comfortable to hold. When you're out of bullets point away from the screen and shoot. It's also possible to slot the VMS into the gun and view the LCD screen whilst you play.

If this is not enough for you however, add a Jump Pack to get the real sensation of taking a shot and feel the recoil on the gun as it fires. We guarantee you'll be hiding behind the sofa!

Quick Draw McGraw

You've also got some extra Training Modes to help you tune up your firing abilities for the main game. There are ten main training games with five difficulty levels in all, each calling on different approaches to be used to clear them. As you pass a certain level on each section the next one opens up and they range from saving innocents, taking out zombies at an incredible distance or even shooting a coin repeatedly to keep it up in the air for as long as you can!

The Boss Mode is also available for people wanting to practice beating them and again, more options open up once you pass a certain level. Do you think you've got what it takes to take on ALL the bosses in one go?

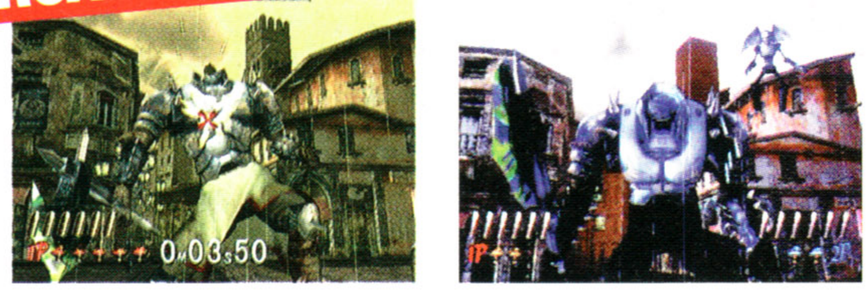
In the long run, there are minor gripes with the game. If there's one complaint that people are going to have with *THOTD2*, it's got to be the arcade factor. Arcade games (and in particular, arcade gun games) are designed specifically to have a high 'quick-fix' appeal but little in the way of long-term lastability. As *THOTD2* is a direct arcade-to-home conversion, this comes across somewhat in the gameplay. All the bonus extras, added game modes and other goodies make up for this 'one-minute wonder' problem but the main arcade game could quickly become a chore, despite the multiple routes in the game.

That said though, this shouldn't be a problem to fans of the genre as well as those willing to expand their mind and experience a true quality title.

This is one of a few titles worth owning a Dreamcast for on its own, especially with the amazingly good lightgun to play it with – blast some zombies today!

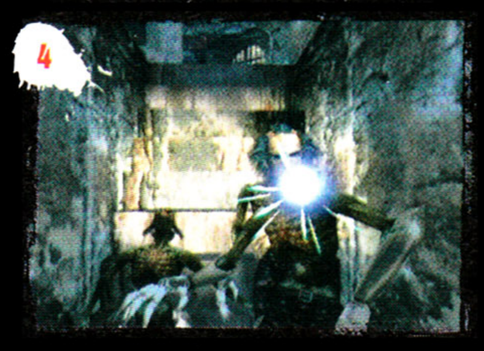
Martin Mathers

ARCADE SUPERIOR

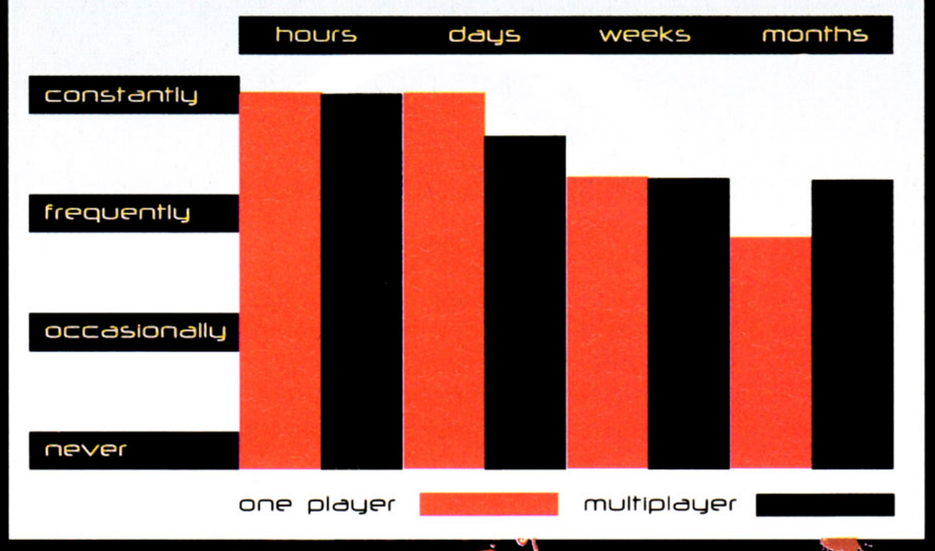


> Take a look at these two screenshots – the one on the left is from the Dreamcast, and the one on the right is from the arcade original. If you look carefully you can see that the Dreamcast game has actually been developed further than the arcade with new detail in the background. It's not often you can say that the home version is better than the arcade original!

[1] The water levels have a bunch of green gungy creatures to contend with. [2] Why can't the undead just get back in their graves and keep quiet? [3] Two axes are better than one! [4] Dark corridors are always full of danger – you've watch the X-Files haven't you?



Long term play>



summing up> Dreamcast magazine opinion

GOOD	EVIL
⊕ Better graphics than the arcade original.	⊖ Shooting off-screen to reload gets annoying.
⊕ Various modes of play to extend the game's life.	⊖ Arcade conversion tends to be a bit shallow.
⊕ Multiple routes through the mayhem.	⊖ The bosses are a bit too easy.

VISUALS	92%
SOUNDS	90%
GAMEPLAY	89%
VALUE	90%

DM Rating 91%

summing up> A top notch shooter that's even better than the arcade in many respects! It is only a gun game though as so has a slightly shorter shelf life.

alternatively>
> **Millennium Soldier: Expendable**

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Hydro Thunder	Call	Call
Incoming	Call	Call
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Jimmy Whites 2 Cueball	Call	Call
Killer Loop	Call	Call
Marvel Vs Capcom	Call	Call
MDK 2	Call	Call
Monaco Grand Prix Racing Simulation	**Call**	**Call**
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NFL Quarterback Club 2000	Call	Call
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Plasma Sword	Call	Call
Powerstone	**Call**	**Call**
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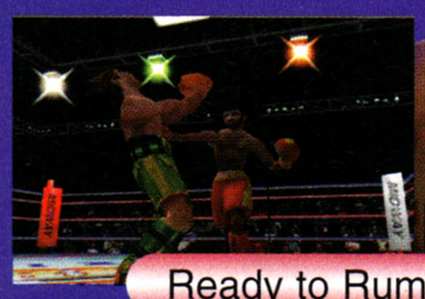

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House of the Dead 2

Powerstone

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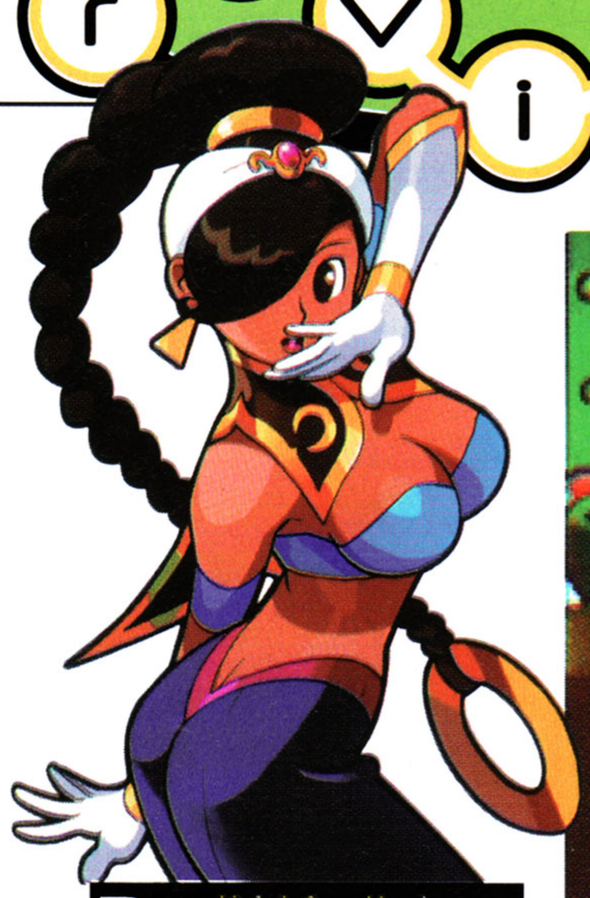


essential information >

Dreamcast magazine

Power Stone

Publisher	Eidos
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Beat-'em-up
Release	23 September

two players

arcade stick

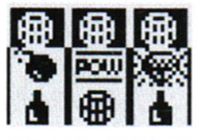
jump pack

visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini game →	Y

Power Stone is one of a growing range of VMS-friendly games. That's good enough news as it stands, but Capcom's latest (and possibly greatest) beat-'em-up to date features three VMS games to download. In order to do this players must finish the game using certain characters (we won't reveal who they are and spoil it). The basic premise is to win coins by playing games, which fill the pages of an empty book.



Power Sto

If you want state-of-the-art thrills and spills you would be well advised to sit up and take a look at Capcom's new beat-'em-up!

The graphics are breathtaking – probably the best we've ever seen – and the way you play adds more to a genre that's become stale and predictable.

Because the Dreamcast's architecture is almost identical to Sega's Naomi arcade technology, a perfect conversion was always on the cards. For all intents and purposes this game is exactly the same as the original and has consequently taken a relatively short time to port to the home console.

awesome moment

Three power stones and no-one can stop your immense powers!

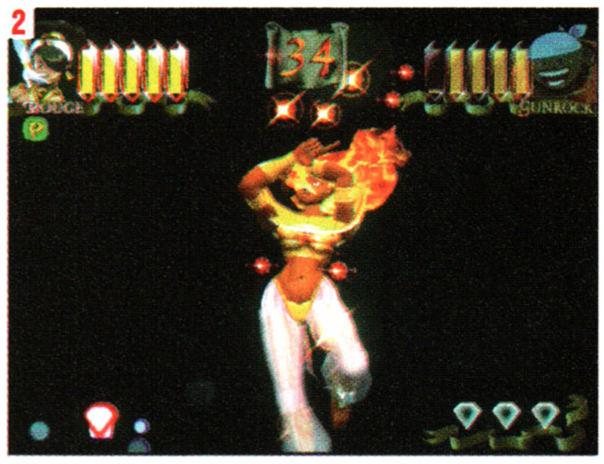
1

Who's The Boss?

There are eight initial characters in *Power Stone*, but play hard and two bosses can be unlocked, too.

[1] Ayame is a gorgeous girl when she's dressed normally, but in this outfit you wouldn't want to mess with her in a nightclub! **[2]** Rogue has obviously been working out. Just look at that washboard stomach! When a character wins, they do a little posing dance to taunt you!

2



3

[3] Galuda sends Jack flying, and look – there's a blue power stone ready to be added to the one you have already. One more and you're in business! You must be careful though, the glass in the background is easily smashed, increasing your damage meter. **[4]** Pick your location. There are ten gorgeously-rendered world-wide locations to choose from. Each one contains interactive scenery.

4

Dreamcast magazine ULTRA game

one

Every single texture, range of animations and sound effect is identical! In some respects the Dreamcast version is actually superior due to the inclusion of new Versus and Collection modes. In the latter you are able to check out the various prizes gathered by defeating the game in numerous ways.

Transformers

Power Stone features eight burly characters, each with the ability to transform into a fierce, supernatural versions after collecting three special power stones scattered throughout a level. It's a temporary state of affairs, but it allows players to pull off stupendously impressive special moves and totally waste their opponents.

What thrusts *Power Stone*'s appeal above and beyond that of most fighting games is the level of interactivity afforded to each combatant. Players are encouraged to make use of any objects that are lying idly around each of the ten gorgeously rendered stages. You can even hang from ceilings or swing from lampposts if you like.

Don't worry about getting your fingers in a twist because there's only one button for kick and one for punch, although quite a few combinations can be executed by combining the two. Pressing both together

continued>

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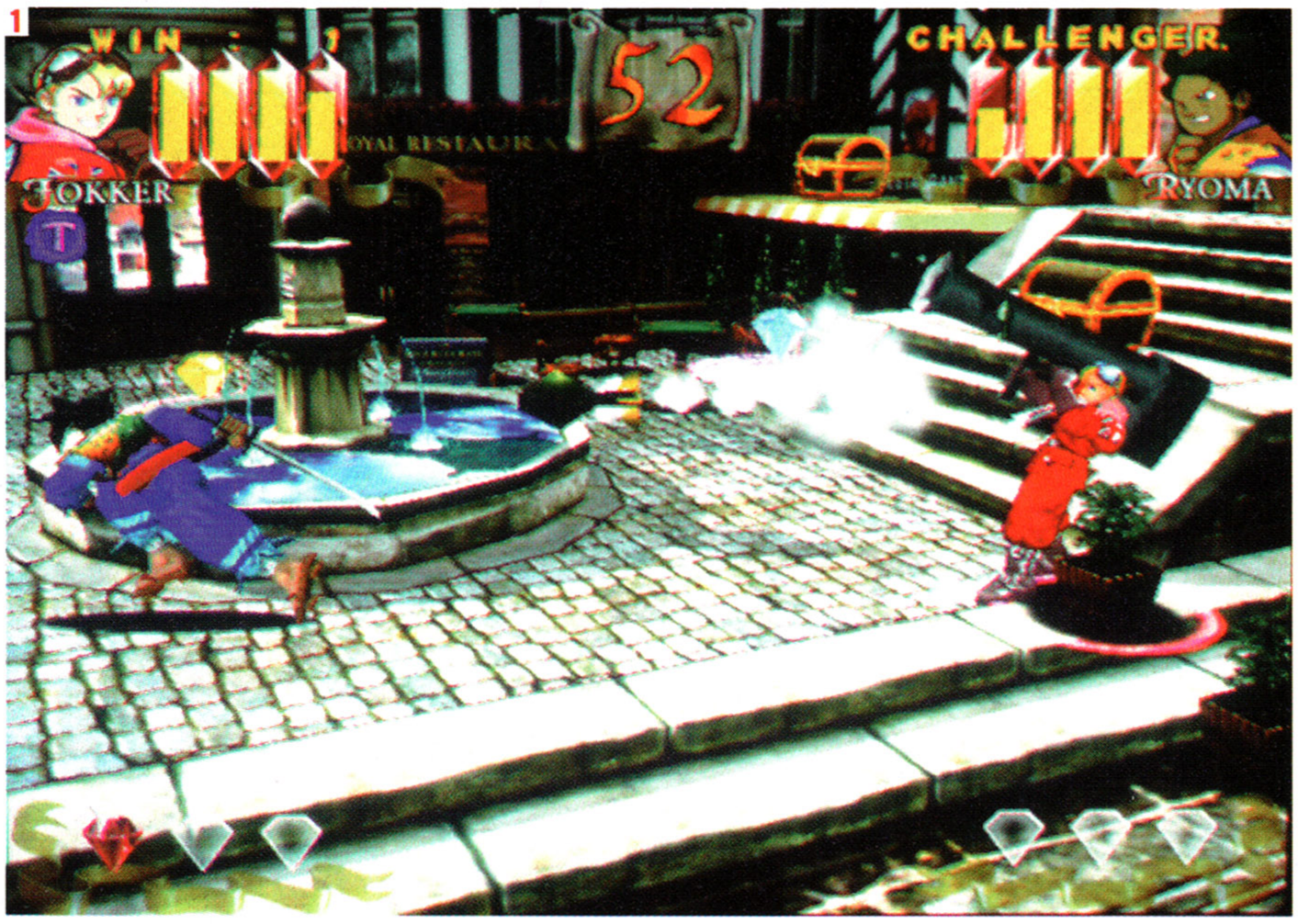
1



2

[1] Fokker gives Ryoma a bit of 'English' with the rocket launcher. It's powerful, like many of the other weapons, but the real damage is caused when you transform. [2] Gun Rock earned his name because he's a fan of rocks. This is great, unless he's flinging one of them directly at your head!

continued >

[3] After collecting three power stones a character transforms into a new super-charged version of themselves. This is Galuda's fiery beast!

Players have complete freedom to fight in the style they see fit, even if it means continuing a battle on the rooftops of buildings! Blocking punches and kicks isn't an option in *Power Stone*, but thrown objects can be avoided by running or jumping out of harms way.

State-Of-The-Art

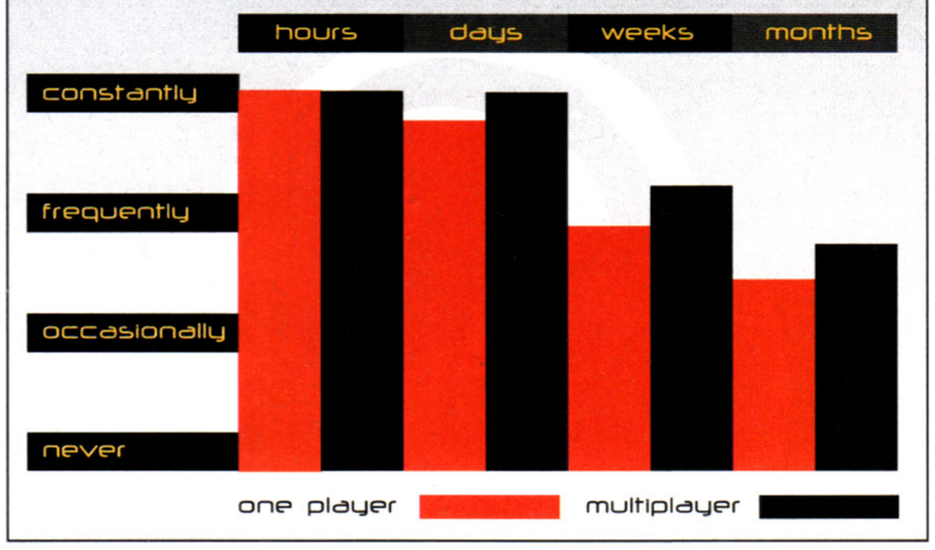
The rules of engagement are simple – run, but don't expect to stay hidden for more than a few seconds. Weapons can also be used for a limited period of time and include bazookas, guns, flame throwers, swords, hammers, time bombs and even molotov cocktails. Keeping in the spirit of the game, the weapons aren't meant to be that powerful and play second fiddle to the fabulous special moves.

The level of detail in *Power Stone* is what will really impress – the backgrounds, animation and moves are really slick, just what you would expect from a state-of-the-art console! Mark our words, *Power Stone* is a very special game with a wealth of gameplay rarely seen in beat-'em-ups. A fighting game that will oust the mighty Street Fighter!

Tom Sargent

"Players have complete freedom to fight in the style they see fit..."

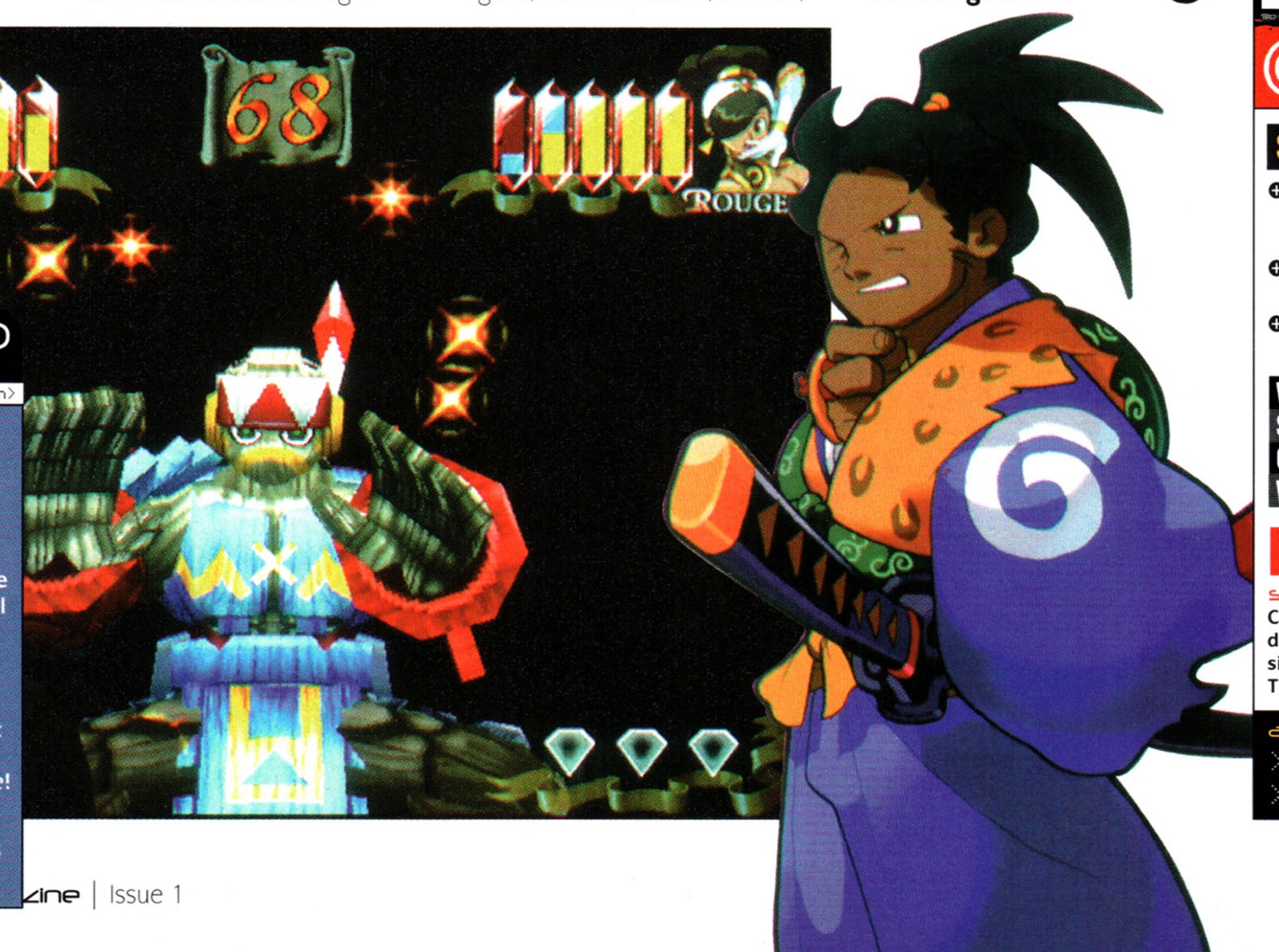
Long term play>



2nd opinion

my view> Nick Roberts

> The arcade version of *Power Stone* was something special, but playing it on the Dreamcast gives the game a whole new lease of life! The quality is truly amazing – and being a bit of a dunce when it comes to special moves I was amazed what I could come up with, with only two buttons to push! The game is fast – the characters whizz around, throwing anything they can get their hands on, jumping on the furniture and dashing out of the way of weapons at an impressive pace. Want a showcase game? This is the one!



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Extra information>

- *Power Stone* was originally a Capcom arcade game, launched last year in Japan.
- There may only be two move buttons, but they can be combined to create some of the most amazing special moves ever!
- Capcom's most famous fighting game is *Street Fighter*, but they might just have found a new leading beat-'em-up in *Power Stone*!
- Finish the game and you'll be treated to a special VMS downloadable game!

summing up the game >

Dreamcast magazine opinion

STONE	GROAN
⊕ The effect of collecting three stones is amazing!	⊖ You can lose track of what's going on.
⊕ Special moves are easy to master.	⊖ Getting stuck in a corner is frustrating.
⊕ Good long term playability.	⊖ The CPU opponents are very tough.

VISUALS	94%
SOUNDS	92%
GAMEPLAY	93%
VALUE	92%

DM Rating 92%

summing up > If Capcom decided to take a new direction with a beat-'em-up, we sit up and listen... so should you. This game is truly wondrous.

alternatively >
- Virtua Fighter 3tb
- Marvel Vs Capcom

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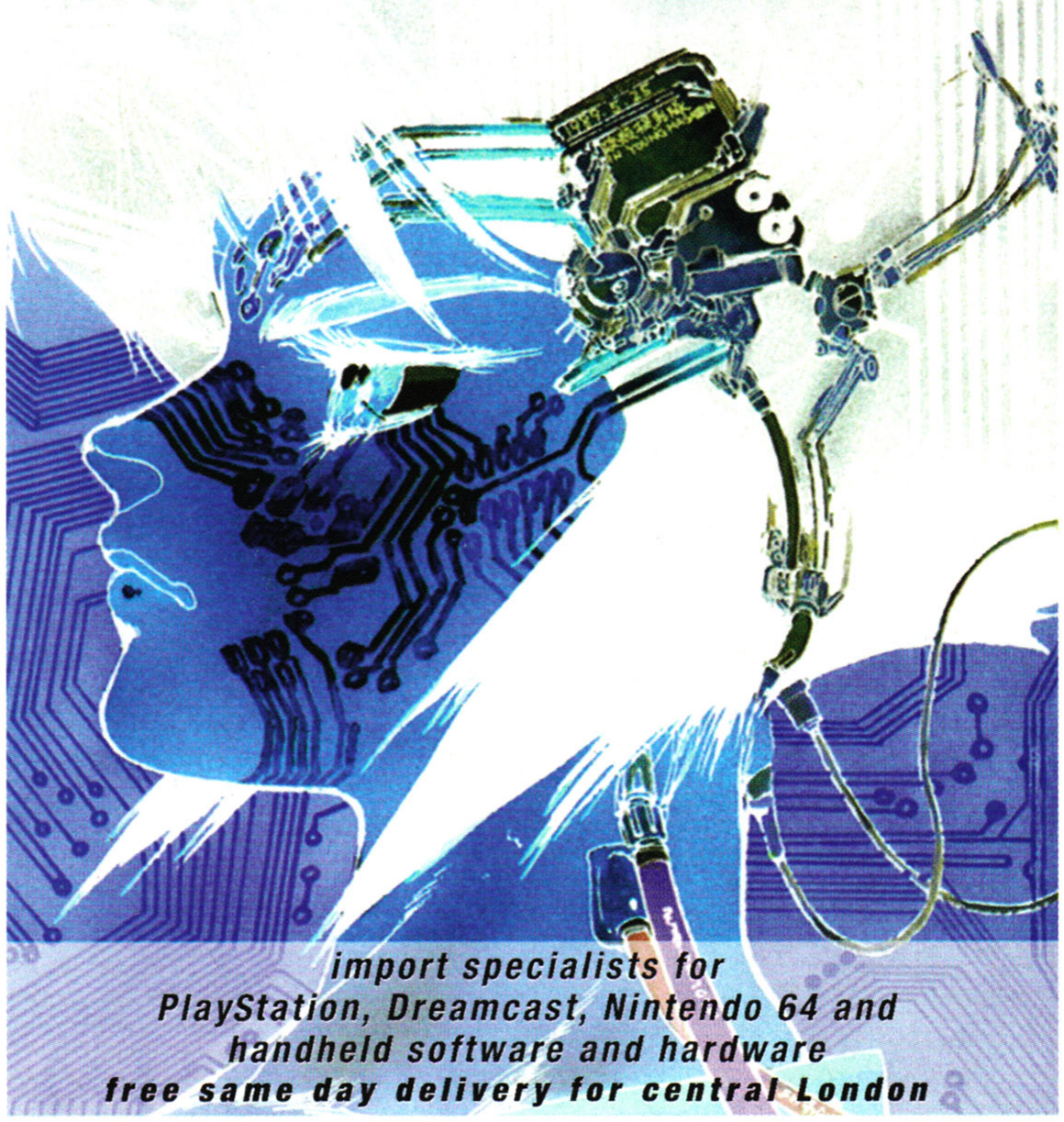

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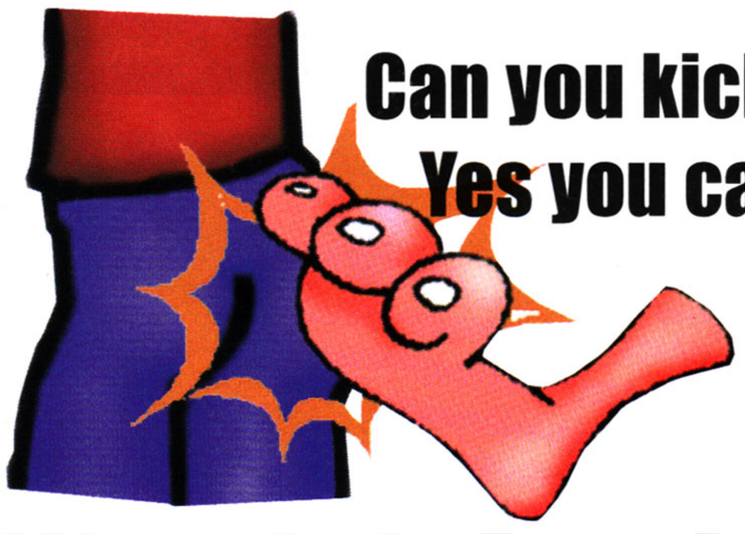

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Millennium Soldier: Expendable

With the Millennium approaching fast it's not only Robbie Williams who's cashing in on all the hype – Infogrames jump on the bandwagon with a true mega-blast!

1

2

3

"The emphasis is definitely on mindless blasting here with a plethora of power-ups on offer"

essential information >

Dreamcast magazine

Millennium Soldier: Expendable

Publisher	Infogrames
Developer	Rage
Origin	UK
Price	£39.99
Genre	Shoot-'em-up
Release	23 September

two players

arcade stick

jump pack

visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N

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Extra information>

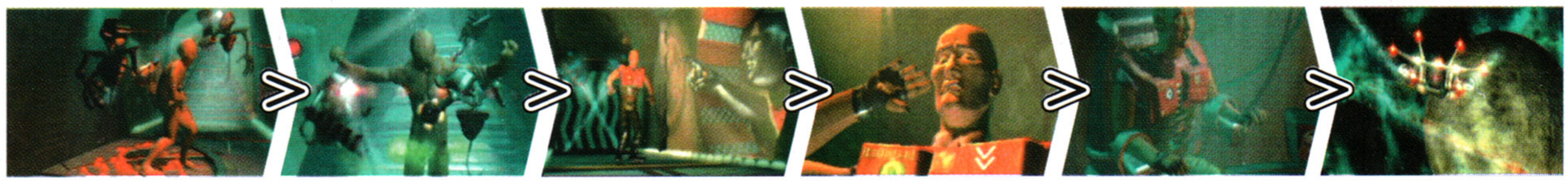
> The game was originally simply titled *Expendable*, but Infogrames decided to cash in on the Millennium hype!

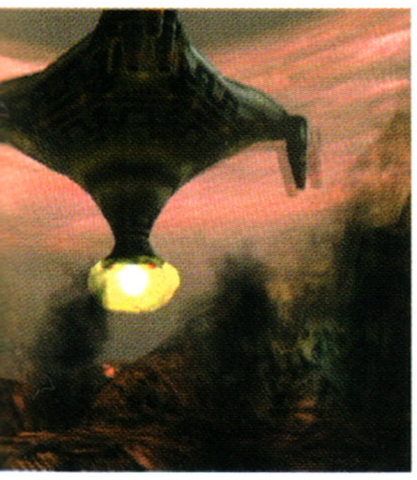
> The programmers have been heavily influenced by an old arcade and SNES game called *Super Smash TV*.

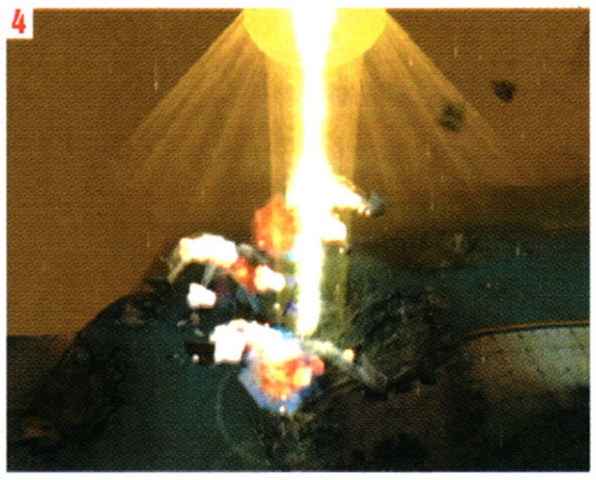
> There's a hidden cheat in the game that will give you a first-person perspective of the action.

awesome moment

The intro tells the tale of alien invasion and the expendable troops!







[1] A few bullets into the tank and it soon goes pop! The explosions in Millennium Soldier are earth shattering! [2] As you play the game flashes up phrases like 'Mercy Killing' to egg you on. [3] Between levels you are treated to cut scenes that tell the tale of the alien invasion. [4] Mindless blasting – just what the doctor ordered!

When Dreamcast was launched in Japan back in November one of the first companies to create software wasn't a Japanese giant, it was our very own Rage with teams all over the UK. Set in deep space the storyline tells a terrifying tale of extraterrestrial arrogance. Humankind has colonised new worlds and spread itself out through the galaxy and everything was peaceful for a few Centuries, but then along came the Charva – deadly aliens with a liking for human flesh!

Planets Pack a Punch

The game spreads itself over four planets in all, with multiple levels in each. Each new one you encounter brings with it new terrain, obstacles and enemies so there's always a new challenge just over the horizon. Playing the game from start to finish will allegedly take you 50 hours, so it's a good job there's an automatic save game feature that keeps your adventure safe on the VMS.

You can take on the alien hordes as a brave single player, but there's also a mean two-player option in the game. Instead of taking it in turns or using a split-screen effect Rage have opted for two players blasting it out on screen at the same time. This means there's no compromise in graphic quality or speed and the two players can help each other out of tricky situations. The number of weapons you can pick up is outstanding: napalm, frame-throwers, shard weapons, lasers and grenades all make an appearance, or lose them all and make do with a machine gun.

Cast Your Mind Back

If you're a seasoned gamer who remembers the likes of *Commando*, *Ikari Warriors* or *Smash TV* then you'll know exactly what to expect from *Millennium Soldier: Expendable*. You'll also know that this kind of shoot-'em-up has been lacking from the videogame scene for too long, but it makes a welcome return on Dreamcast.

When you start to play, the first thing that hits you is how slick everything is. The game is really well presented with accessible menu screens and short loading times between levels. And what levels they are! Everything is viewed from a third-person perspective and the camera is controlled by the Dreamcast as you rush along firing indiscriminately. This gives the programmers the chance to scare you witless as you play – the camera zooms in behind the main character at just the right moment for an alien to leap out from behind a crate or rock – great stuff!

This game is never going to win any prizes for depth or originality but I can thoroughly recommend it to all Dreamcast owners. The shoot-'em-up has long been a neglected genre and it's good to see it back at the forefront of gaming!

Nick Roberts

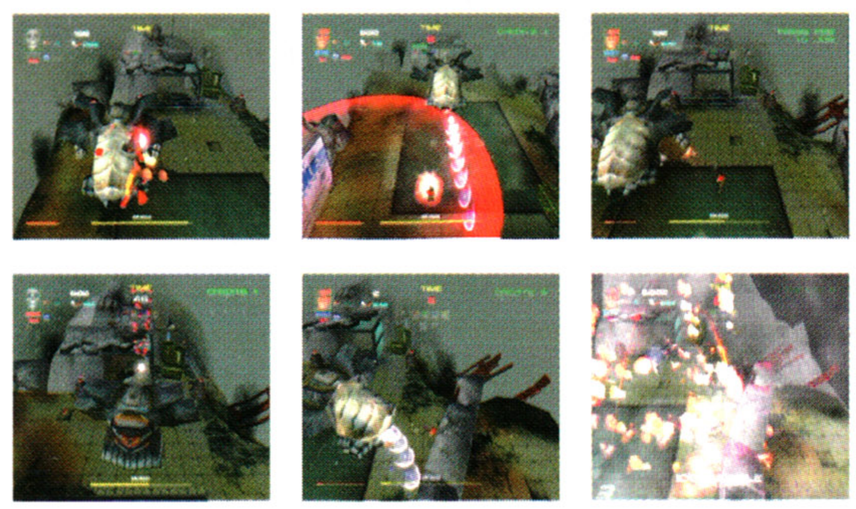
2nd Opinion

my view > Stuart Taylor

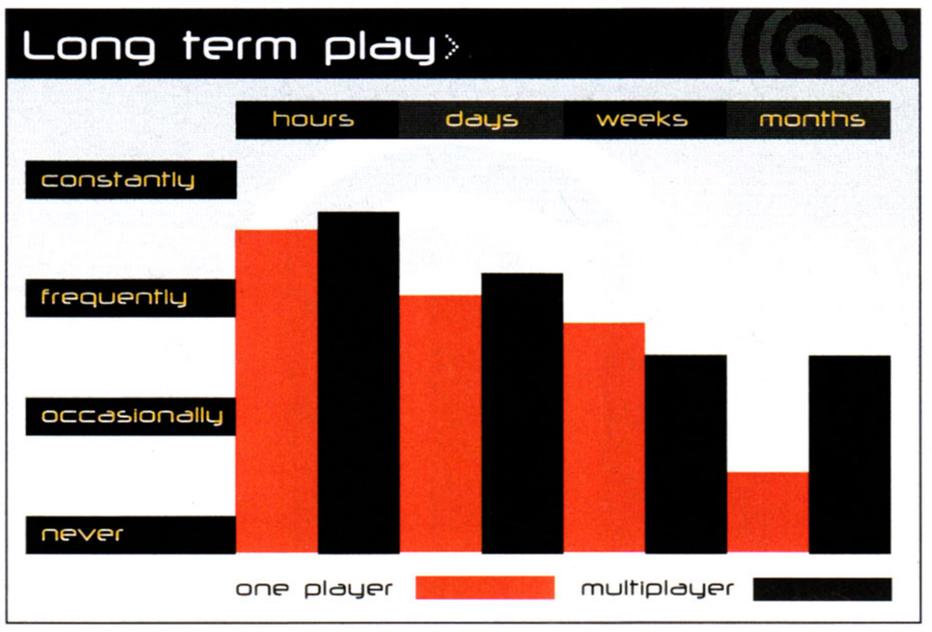
Rage Software has produced a stunning visual and aural showcase for the Dreamcast. Tremendous fun is to be had from blasting merry hell out of the weird and wonderful creations on display, and brings back fond memories of Eighties blast-'em-ups. The gameplay is as deep as a particularly shallow dust bowl, there is some serious fun to be had out of the mindless blastfest antics. Whilst it is hard to see how long the initial appeal will last, Rage's efforts promise great things in the future for Dreamcast gamers.

Boss blasting good fun!

Rage's *Millennium Soldier: Expendable* follows a very traditional game formula: level, level, boss, FMV, level, level, boss... etc. This is not a criticism mind you, it's quite refreshing to play a game that doesn't expect too much of you – just a constant battering of the fire button. The boss at the end of the first level is a giant armoured beast with some nasty lasers up his sleeve!



[5] Each time you blast an enemy they explode in a shower of blood – this is not for the weak hearted! [6] The variety of weapons make the game more interesting – this laser gun pinpoints the victim with a red dot before you pull the trigger. [7] Traditionally, the end of each level has a boss. [8] Don't stand still! [9] Run away or get squashed flat!



summing up > Dreamcast magazine Opinion

MASTERS

- ⊕ It's fun to play a mindless shoot-'em-up now and then!
- ⊕ The weapons are really pant-wetting!
- ⊕ Lots of levels so it's challenging.

BLASTERS

- ⊖ Some may be put off my the repetitive gameplay.
- ⊖ There aren't enough viewpoints.
- ⊖ All the blasting hurts your fingers!

VISUALS	86%
SOUNDS	78%
GAMEPLAY	81%
VALUE	72%

DM Rating 80%

summing up > A mindless shoot-'em-up – but great fun nonetheless!

alternatively >
- The House of the Dead 2
- Incoming

website | www.midway.com

essential information >
Dreamcast magazine

hydro thunder

Publisher	Midway
Developer	In-house
Origin	USA
Price	£39.99
Genre	Racing
Release	25th March

two players

arcade stick

jump pack

visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini game →	N

If you want fast action in the coolest puddles around, *Hydro Thunder* is here to blow your mind – and soak your socks.

1

2

3

[1] With a shout of 'Go!' you put your finger on the gas and watch as your boat ploughs straight into the wall! [2] Before you head on into the track you're given a breakdown of which track it is, and a shot of the boat you're using. [3] Inside the Castle Von Dandy you can race by portraits on the wall! [4] The Greek Islands racing Titanic – weird!

It seems that every time a new game platform comes along, the game creators feel that they have to show off the latest water simulation graphics – remember *Wave Race* on the N64? But *Hydro Thunder* offers more than just a flurry of excited gawping followed by disinterested gameplay – this racing game has a reasonably long playing lifetime too.

Basically, this is a power-boat racing game, packed with many cool tracks and lots of strange boats – there's no added dimension of plot, no shopping for parts or shooting champagne around the place, you just jump in your futuristic tub and hare off around the next course as fast as you can go. As a racing game, it's definitely not very innovative – just hold on to the boost button and try to make the next time check while forcing your way past the opposition. There are unexciting ramps, and all-crucial booster bonuses littered around the tracks.

Wavy Davey

But you really would have to have had an instant lobotomy not to scream 'wow' at certain times in the races. The boat bounces off the waves, always threatening to be submerged, or shoots off the track (it never will, which is a shame) as you speed around each lap. The boats are not amazing crafts, but the tracks are the most outstanding reason for buying *Hydro Thunder*.

Some races do not rely on laps, merely allowing you to boost your way through an

2nd opinion

my view > Nick Roberts

> I'll say it again, a game like this is never going to win any awards for originality, but it's brilliant fun! The boats zip along at a frantic pace and you get an excellent sensation of cutting through the waves as everything bobs up and down. Once you've completed a few tracks and progressed on to the secret boats there are some real wave ripping machines to race in too – including a miniature Titanic with funnels that turn into rockets! As Jem said, some of the graphics are simply breathtaking too – especially the Greek levels. Another top-notch Dreamcast game that any gamer would be proud to have in their collection.

4

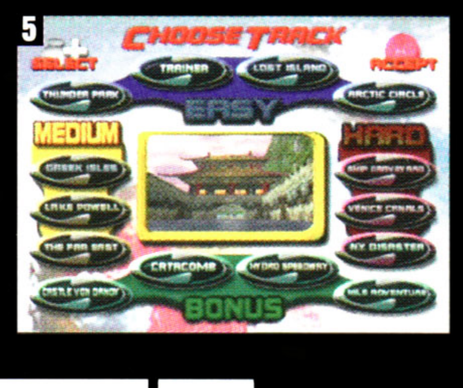
infoburst

Extra information >

> **Hydro = water and thunder = a sonic boom – put them together and hey-presto!**

> **Water is one of the most difficult substances to recreate in computer graphics.**

> **Every day, over 40,000 thunderstorms occur around the world!**

5


6

Hydro Thund

awesome moment

Racing around a large stadium with a fairground in the centre!

[5] There are lots of tracks to choose from, and Midway have packed in plenty of variety. [6] One of the bonus boats is a police boat complete with flashing lights on the top! [7] This is no ordinary racing game – there are some bizarre sights as you race around the tracks. [8] The power-ups appear as large floating buoys.

54

"You really would have to have had an instant lobotomy not to scream 'wow' at certain times in the races."

ler

entire world, each filled with it's own problems and secrets and all boasting jaw-dropping scenery. You can fly through the Greek Islands, avoiding ancient pillars, zoom through the Arctic Circle, taking care not to harm or get harmed by huge killer whales jumping out of the icy water, or you can even take a spin at top speeds through the Castle Von Dandy, a bizarre haunted Tudor building only available once you reach the bonus tracks.

A Life on the Ocean

The gameplay may get a little annoying, and the speeds aren't all they could be, but if you zip up a massive ramp, appearing through a waterfall with a sheer 200ft drop, you will get a view that makes up for any imperfections otherwise found in the game.

It's a shame that Hydro Thunder only offers you a two-player option, with four joypad sockets sitting proudly on the front of the Dreamcast. This is a factor that reduces the game from being a must-have to a well-you-might-have game.

It's very difficult not to stand aloft and applaud the superb graphics, and the detail put into each individual boat and track, although the angles can sometimes throw you unnecessarily. But as a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth.

All in all, if you're mad about water but can't for Get Bass to be released, you've got to rush out and buy *Hydro Thunder* before I finish this senten...

Jem Roberts

Battle Boats

Here's a closer look at the mean machines available to race in *Hydro Thunder*...

Boat name	Category	Classification	Strategy
1 Banshee	Medium	Hydroplane	Defensive
2 Cut Throat	Hard	Modified Hydroplane	Offensive
3 Damn the Torpedoes	Easy	Catamaran	Defensive
4 Midway	Easy	V-Hull	Defensive
5 Miss Behave	Easy	Modified V-Hull	Defensive
6 Rad Hazzard	Hard	Prototype Hydroplane	Offensive
7 Razorback	Hard	V-Hull	Unknown
8 Thresher	Medium	Modified Catamaran	Defensive
9 Tidal Blade	Medium	Modified V-Hull	Offensive

summing up > Dreamcast magazine opinion

FLASH

- ⊕ Super-slick graphics and lightning fast gameplay.
- ⊕ The boats are varied.
- ⊕ Secret bonus boats and tracks – and they're a scream!

SPLASH

- ⊖ The game has a bit of a 'cheap and cheerful' feel to it.
- ⊖ Controlling the boat is initially tricky.
- ⊖ An internet link-up option would be nice.

VISUALS	88%
SOUNDS	81%
GAMEPLAY	78%
VALUE	76%

DM Rating 79%

summing up >
Great fun, especially in two-player mode, but nothing particularly original.

alternatively >
- Sega Rally 2
- Speed Devils

Dreamcast solutions

>Here's a taste of what's to come from Dreamcast Solutions<

Hints, tips, cheats and guides

Dreamcast has only just hit the high streets and already we've managed to fish out some of the hottest hints and tips around! All of these games are must-have titles on the Dreamcast and so we thought we'd give you a few pointers on how to get the best out of them...

Sega Rally 2

Extra Vehicles

There are loads of cars available at the start of the game, but the further you get into the championship, the more vehicles you'll get to drive about in. Check out the list to see how to earn these little beauties!

Name of car	What to do to get it
Subaru Impressa 555	Finish 1st in the 1st Year of Championship Mode
Mitsubishi Lancer EVO 4	Finish 1st in the 2nd Year of Championship Mode
Toyota Celica GT-Four ST-185	Finish 1st in the 3rd Year of Championship Mode
Mitsubishi Lancer EVO 3	Finish 1st in the 4th Year of Championship Mode
Peugeot 106 Maxi	Finish 1st in the 5th Year of Championship Mode
Lancia Delta Integrale	Finish 1st in the 6th Year of Championship Mode
Fiat 131 Abarth	Finish 1st in the 7th Year of Championship Mode
Peugeot 205 Turbo	Finish 1st in the 8th Year of Championship Mode
Renault Alpine A110	Finish 1st in the 9th Year of Championship Mode
Lancia 037 Rally	Finish 1st in the 10th Year of Championship Mode

Secret Track

If you manage to finish in first place in all ten years of Championship Mode, you can race one last time on the super-secret course.

Access All Cars

Go to the title screen and press **Up, Down, Up, B, A, Left, B, B, Down** (using the D-Pad, NOT the Analogue Stick) to open up all the cars without playing through the game.

Access All Tracks

Go to the title screen and press **Up, Left, Down, Right, B, A, B, Right, Down**. This will open up all of the tracks in the Championship Mode.

Virtua Fighter 3tb

Fight Against The Name Entry Character

To make all the opponents you face turn into the fighting letter from the Name Entry Screen, follow these instructions on the Character Select screen:

- Highlight Akira and press Start
- Move to and highlight Lau then press Start
- Move to and highlight Pai, hold Start and press X
- Now choose your character as normal and start fighting!

Play As The Name Entry Character

Turn the tables and face all of your opponents as the Name Entry Character yourself! Follow these instructions on the Character Select screen:

- Highlight Akira and press Start
- Move to and highlight Lion then press Start
- Move to and highlight Pai then press Start
- Choose the character you want to fight as and you'll be the fighting letter!

Play as Silver Dural

To take control of the silver robot girl at the end of the game, simply press Start, X and A simultaneously at the character selection screen.

Alternate Costumes

If you fancy a bit of a change in your character's dress sense, simply hold down the Start button and then select your fighter with the A button. They will now appear ready to fight in their alternate clothes.

Slow Motion Replay

If you want to savour the final moments of your last victory, press and hold the Dodge button at the "KO" screen to watch the following replay in slow motion.

Power Stone

ALL THE CHEATS EXPOSED!

The World Of Power Stone

Finishing the game with each character opens up a different page in the World Of Power Stone book (found in the Collection menu on the title screen). Each page contains a new option or item that can be used either in the game or on your VMS and is usually selected by highlighting the page and pressing the A button. Here are a selection of the new goodies that you can access...

New Fighting Items

The first four times you complete the game will open up the front four pages of the Power Stone book. These contain new items that will appear at random in the fighting arenas if you turn them on in the Options screen. In order of appearance, the items are an Extending Kendo Stick, a Gatling Gun, an alien ray gun and a shield – while carrying the shield you will be invincible to attacks but will be unable to attack yourself.

Virtual Mode

Complete the game as Kraken and the Virtual Mode appears on Page Five of the book. This is a normal one-player game with the exception that it turns the whole fight into a first-person perspective, making winning all that much tougher!

Dual Virtual Mode

This option appears on Page Six of the book when you complete the game with Valgas. It is similar to the one-player Virtual Mode only it allows two people to play in a split-screen, first-person perspective fight!

Play as Valgas B

Complete the game on any difficulty level but without using a continue. Now check Page Twelve of the Power Stone book to be able to play as the super-powerful Valgas B that appears at the end of the game. Sadly, you can only use him in VS mode and even then only one of you can choose him per match – bummer!

Watch Endings

Each time you finish the game, a new character ending will be added to Page Fourteen of the Power Stone book. Choose this page to watch any of the endings for the characters that you've finished the game as.

Extra VMS Games

You will open up a new game that can be downloaded into your VMS when you complete the game for the fifth, sixth and seventh time. You will need a totally empty VMS to download the game into – playing these games will earn you points which can then be used to get more pages of the Power Stone book! In order of opening, the games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrock's Slots.

AND THERE'S MORE...

You can get a regular fix of Dreamcast Solutions from 7 October. This is the sister magazine to Dreamcast Magazine and issue one is packed full! *Sonic Adventure* has a complete walkthrough, all the moves to *Virtua Fighter 3tb* are exposed and the secrets behind *The House of the Dead 2* are laid bare. Miss it at your peril!

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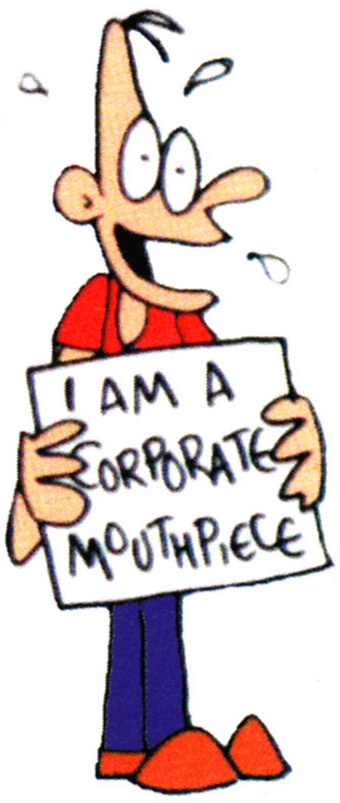

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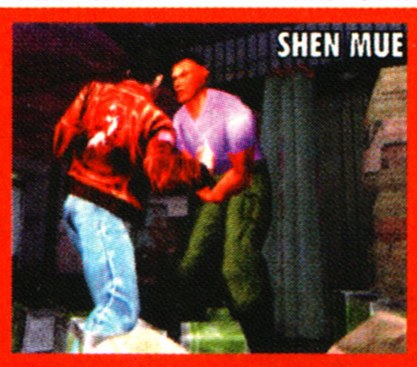

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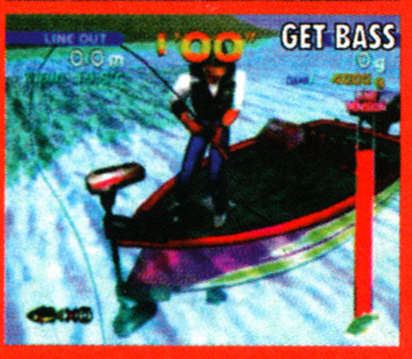

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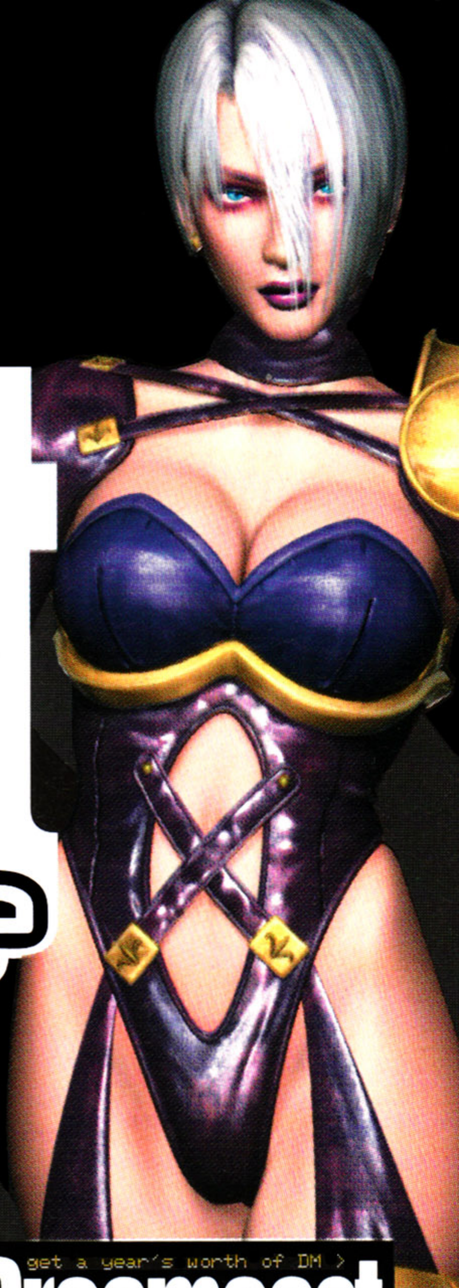

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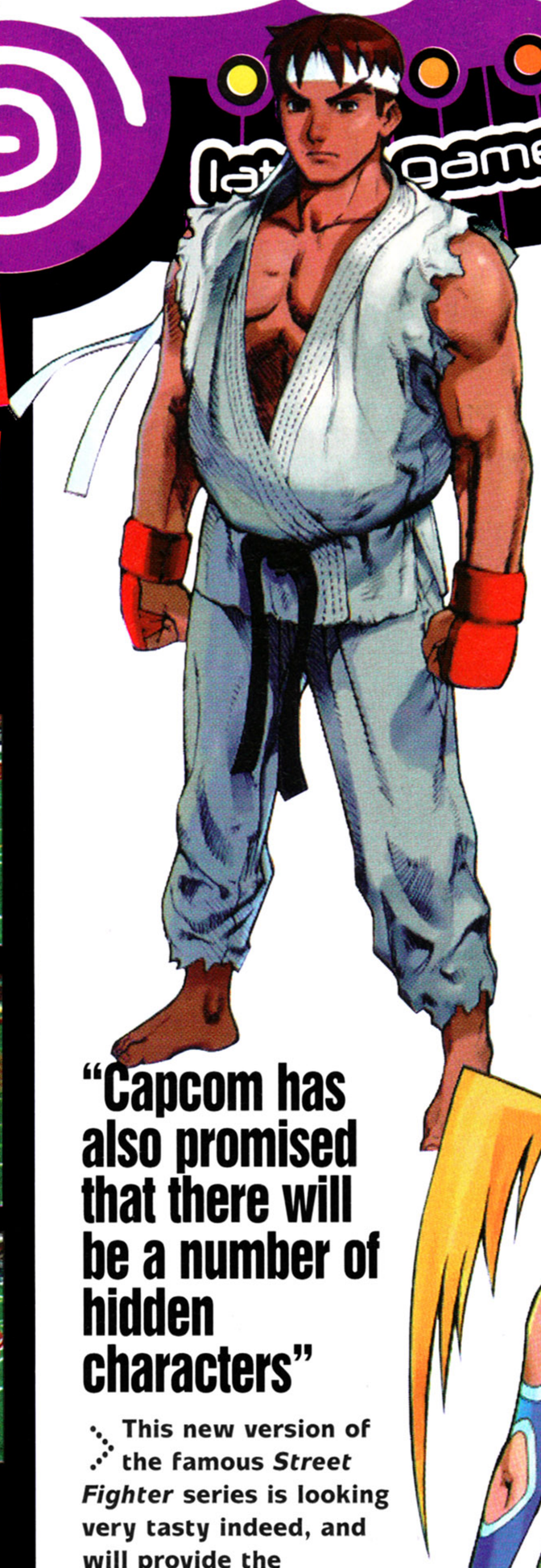
forecast

ONES TO WATCH

NFL Blitz 2000
> Midway > October
This American football game looks stunning.

Air Force Delta
> Konami > Christmas
Take to the skies in a new flight sim from Konami.



latest games previewed

coming soon to your Dreamcast >

Dreamcast magazine information

Publisher	Capcom
Developer	In-house
Players	1-2
% complete	95%

Dec

[1] Capcom bring the arcade game slap-back into the home! **[2]** All the over-the-top special moves that make Street Fighter so playable are in the Dreamcast game.

Street Fighter

"Capcom has also promised that there will be a number of hidden characters"

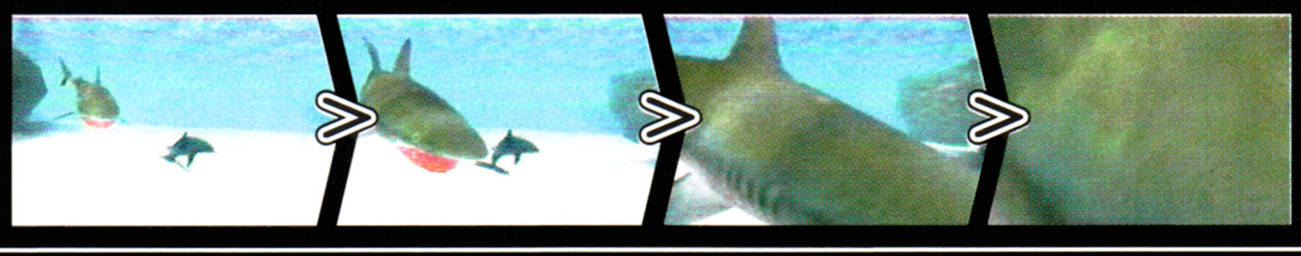
This new version of the famous *Street Fighter* series is looking very tasty indeed, and will provide the combotastic thrills that *Street Fighter* fans worldwide will be familiar with.

This arcade-perfect conversion will star 33 of the *Street Fighter* series' most famous characters, meaning that practically every *Street Fighter* fan will have at least a couple of their favourites with which to whup their friends butt with. Capcom has also promised that there will be a number of hidden characters to add spice to this fighting megamix, and with three different fighting styles to choose from, and the skill building World Tour Mode, this little beauty will not be going stale anytime soon. Admittedly, the franchise may be getting relatively long in the tooth, but if it plays as good as it lookss beat-'em-up fans are in for a real treat.

[3] If you're a seasoned Street Fighter veteran you will be happy to hear that all the old favourites are in this new game. [4] You can tell Street Fighter Alpha 3 came from original arcade code – it has the right sound effects, and feel. [5] Yee-har! [6] Great visual effects!

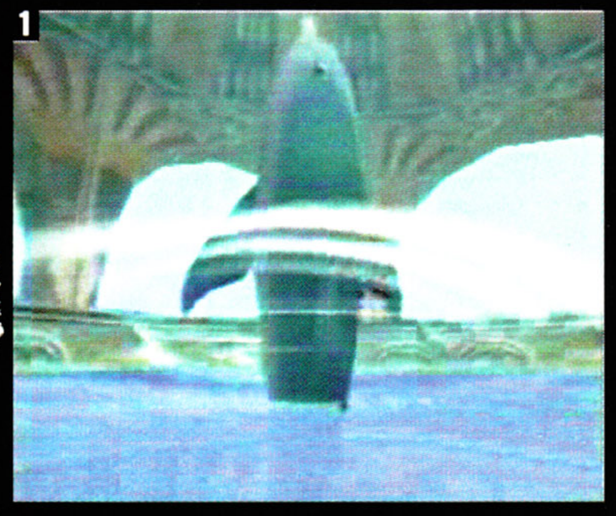
gameplay highlight

Are you afraid to go back in the water? You will be!



Ecco The Dolphin: Defender Of The Future

Alpha 3



1

Could this be the most lush looking console title ever produced? Starring none other than that water squirting mammal *Ecco the Dolphin, Defender Of The Future* allows us a virtual peek under the oceans. Originally made famous through the Sega Mega Drive, this is an underwater extravaganza of titanic proportions and is a perfect title for the Dreamcast to flex its muscles.

From the vast tropical seas of the Caribbean to the frozen depths of the Arctic, Ecco The Dolphin pays full tribute to mother nature by capturing all her glory via the Dream machine itself.

Tropical Sega

Strong emphasis has been placed on capturing the exact dynamics of the sea. Eddies swirling in the water, hot streams and currents and turbulent rain lashed waves all appear at random throughout the game. The wildlife will also act accordingly thanks to the AI. To say that the creatures are intelligent would be a gross understatement. The developers have shown fantastic insight into the hundreds of sea creatures included in the game even going so far as to claim their intelligence replicates that of their living counterparts. From scavenging reef sharks (you might be surprised just how intelligent they are!) to giant squid, all the wonders of the world are captured for Ecco's first landmark outing onto the Dreamcast.

This time around you will be able to swim freely through a real, living, breathing ocean rather than the confines of 2D that the Mega Drive had. Sega must have been waiting for a console to come along that would do Ecco justice. They have created it in Dreamcast – and you won't even get wet playing it!

"Sega must have been waiting for a console to come along that would do Ecco justice."

coming soon to your Dreamcast

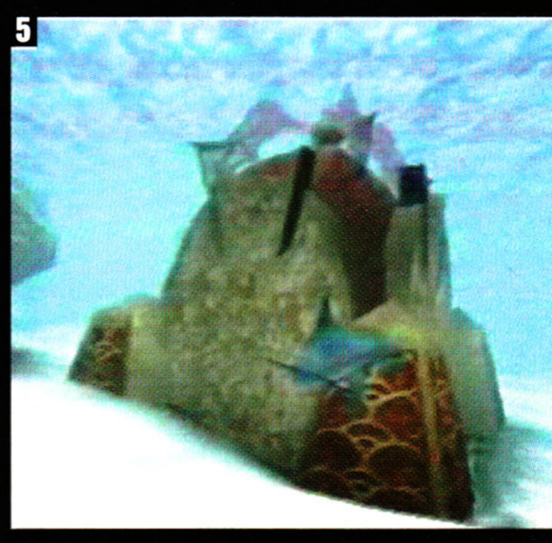
Dreamcast magazine

information

Publisher	Sega
Developer	Appaloosa
Players	1-2
% complete	70%

Dec

4



5

2

3

6

[4] Controlling Ecco is tricky at first, but the analogue stick works well with the fishy frolics! [5] There are many underwater caverns and buildings to explore. [6] If you thought the Mega Drive Ecco games were captivating – you just wait! [7] Turtle racing – one of Ecco's favourite pastimes.

[1] Ecco can communicate with the other sea creatures using ultrasound waves. [2] Don't get too close to the octopus – he's not one of the most friendly creatures Ecco will encounter. [3] The level of detail in the movement of fish, turtles and plant life is superb.

7

continued

continued>

ONES TO WATCH

Buggy Heat

> Sega > Spring

High-res graphics and lightning fast speeds.

Stunt Grand Prix

> Team 17 > Christmas

A conversion from the PC game, this should be a hit!

Suzuki Alstare

> Ubi Soft > October

With a new licence, Redline Racer changes its name!

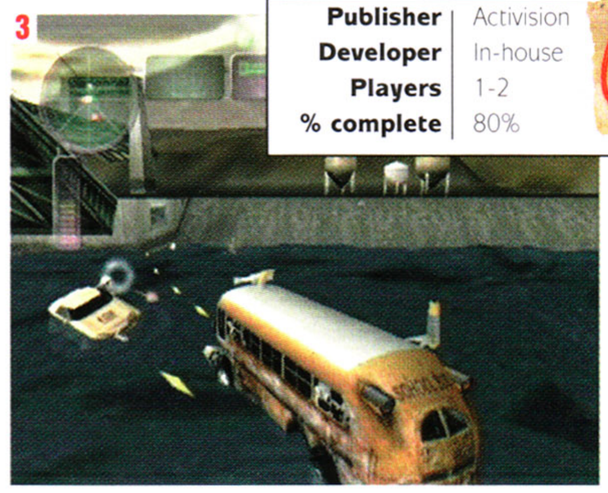
[1] Vigilante 8 has done the rounds on PlayStation and Nintendo 64 – but those versions are nothing compared to the new Dreamcast game. [2] The traffic is terrible! [3] How many school buses do you know that are equipped with machine guns? [4] The large levels are packed full of nasty surprises.

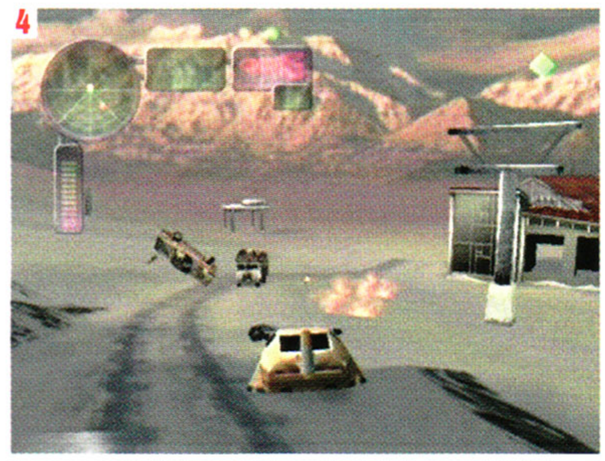
Vigilante 8

Strap on some heavy artillery to cars that wouldn't pass their MOTs and you have *Vigilante 8: Second Offense*. The off-road smash-'em-up of sillying proportions with numerous death defining vehicles such as a grenade firing school bus to sleek seventies mustangs with more than just a sting in their tails. V8 has graced the likes of the old generation PlayStation and N64 but only the Dreamcast seems to have captured it's true essence.

The engine is supposedly almost the same as the PlayStation version (hey, why change something so perfect!) but the sheer realism of the cars has to be seen to be believed. Real-time damage, intensely detailed battle fatigue and arenas so true to life you can almost smell the mud! What we have seen of the old consoles versions of V8 took our breath away. Just imagine what this is going to do. More news very soon you lucky people!

"The sheer realism of the cars has to be seen to be believed."





coming soon to your Dreamcast >
Dreamcast magazine
information

Publisher	Activision
Developer	In-house
Players	1-2
% complete	80%

Nov

Castlevania

Dracula, that pesky blood sucking pain in the neck returns for his twelfth incarnation thanks to a certain Countess and a gentle nudge from Konami. Having spent almost all of his previous incarnations creeping around the Nintendo he has followed many a legendary license to the fledgling Dreamcast. One again for the unfortunate people of earth Dracula is unleashed but thanks to his new animation and superb realisation on the Dreamcast things are looking that little bit more convincing.

From three headed Hydra to the mad Gorgon herself, Medusa, this *Castlevania* looks like this biggest vampiric ride to date. Resembling loosely the recent N64 version, we can only hope for high things with this adventure that will take you to the darkest haunted swamps to the highest stormy precipices. The creatures you encounter will undoubtedly turn your hair a nice shade of white too! Strap on the garlic and prepare to enter your worst nightmare! More soon!

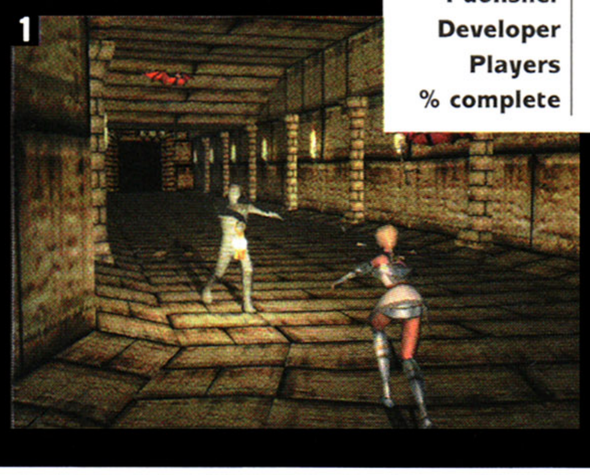
"Strap on the garlic and prepare to enter your worst nightmare!"

[1] The game is only in very early demo form at the moment, but it already has the look of another blockbuster for Konami! [2] Create some eerie backdrops, add in a few ghouls and a gorgeous girl and you've got yourself a game! [3] The level of detail the graphic artists have managed to get into the levels will turn your head!

coming soon to your Dreamcast >
Dreamcast magazine
information

Publisher	Konami
Developer	In-house
Players	1
% complete	50%

Spring 2000



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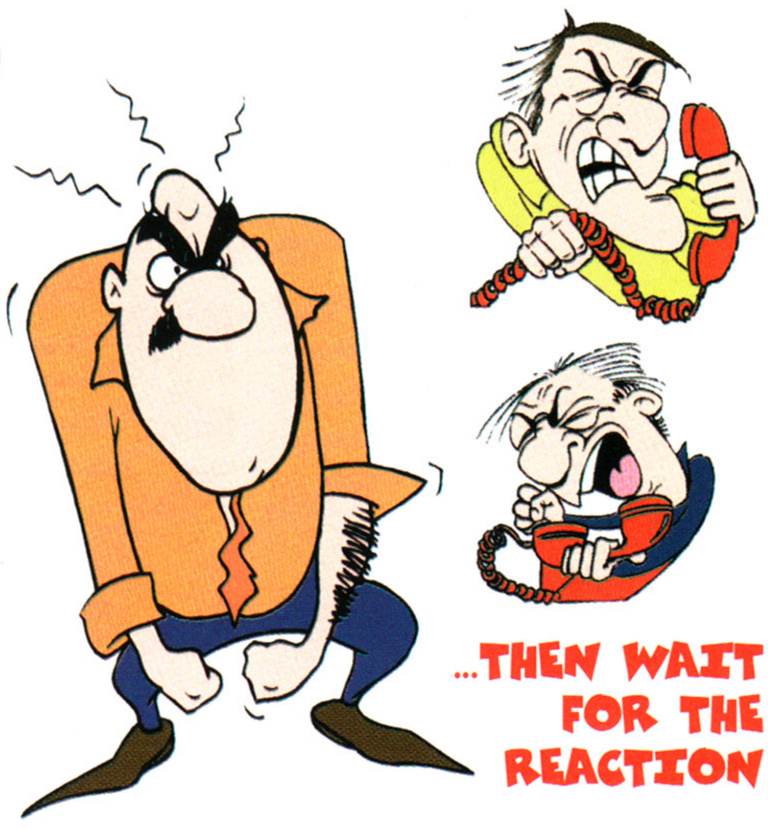

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ONES TO WATCH

Seaman

> Sega > 2000

The face of a man, the body of a fish – bizarre!

V-Rally 2

> Infogrames > Christmas

Having skidded all over virtually every other videogame system, *V-Rally 2* had to make it on to Dreamcast eventually!

"The fish are perfectly animated and the scenery is almost photo-realistic!"

Sega Bass Fishing

This is one of those games that everyone thinks is a pretty dumb idea – until they play it! The game is engrossing – you sit on the edge of your seat, waiting patiently for a fish to be tempted by the many lures available, and flicking the rod to entice them into biting – yes, the game comes with a fishing rod joypad! Amazingly the graphics are virtually Model 3 arcade perfect too! The fish are perfectly animated and the scenery is almost photo-realistic! There's an arcade mode to give you a quick fix of fishing action, or a more methodical consumer mode where you can select between a male or female angler, win extra lures for big catches and progress through the three initial levels to open up a whole world of fishing fun!

This is one game that should be on the wish list of all Dreamcast owners – it's unique and addictive.

coming soon to your Dreamcast >
Dreamcast magazine information

Publisher	Sega
Developer	In-house
Players	1
% complete	100%

Oct

[1] Selecting the correct lure is essential if you're going to have fish for tea tonight! [2] The camera switches to an underwater view so you know when to strike!

Pen P

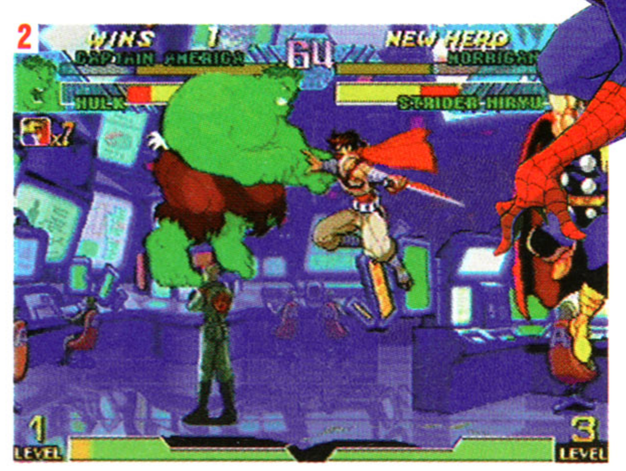
"It's going to be a blast!"

"The most fun you can have with your Dreamcast!" – that's one way of describing *Pen Pen*. It's a racing game, but not using cars, using a bizarre collection of animals wearing nothing but a cheesy grin! This is the number one contender for party game of the year. Up to four players can play at once, each choosing one of the wacky critters. They walk (or waddle would be more accurate), run, swim and push themselves along when on ice. The idea is to be the first one to the checkpoints, and ultimately the finish line. The weird and wacky levels take you past giant rubber ducks, through a clockwork town, down slippery ice slopes and diving down to the depths of a colourful ocean – and it's non-stop fun all the way!

A manic commentator keeps the action going along at a good pace and with a few beers down you, you'll soon get into the swing of things. This is one game we just can't wait to get into the Dreamcast Magazine offices – it's going to be a blast!

Marvel Vs

When a company concentrates most of its output on one genre of game, they're bound to get quite good at it. Capcom have been knocking out fighting games for years now, with the highly successful *Street Fighter* series being number one around the world. Well, *Marvel Vs Capcom* is in the same vein, only starring a mixture



This is a game that Sega have been trumpeting about for a long time on the Internet, and it looks gorgeous! It takes elements of *Resident Evil* and *Tomb Raider* and combines them with state-of-the-art graphics in an attempt to create a movie-like feel. There are three main characters to choose from: Elliot G Ballade, a 28-year-old guy with incredibly spiky hair that is surely only this way to show off the polygon count; Dogs Bower, a portly 43-year-old with a bandanna and a real attitude problem; and Janine King, 24 and a real stunna! There is a fourth character, Nefilim who appears now and again and can morph into any of the other characters. She is a blue angel and her purpose becomes clear towards the end of the game.

coming soon to your Dreamcast >
Dreamcast magazine information

Publisher	Ubi Soft
Developer	In-house
Players	1
% complete	100%

Dec

Blue Stinger is essentially a blast-'em-up with plenty of cannon fodder to lay into, but there are puzzle elements included too like finding passcards to access new areas, opening doors and picking up weapons and ammo from hidden locations. This should be one game to watch out for!

"A blast-'em-up with plenty of cannon fodder to lay into"

Blue Stinger

[1] Three interchangeable characters, hordes of monsters and big guns! [2] Target practice in the arcade.

coming soon to your Dreamcast >

Dreamcast magazine

information

Publisher	Infogrames
Developer	In-house
Players	1-2
% complete	95%

Oct

[1] We've been playing this game since the Dreamcast's launch in Japan last November – it's fantastic! **[2]** The colourful levels have a cartoon feel. **[3]** Pen Pen is a great party game – get yourself some friends ready for its release.

coming soon to your Dreamcast >

Dreamcast magazine

information

Publisher	Capcom
Developer	In-house
Players	1-2
% complete	100%

Oct

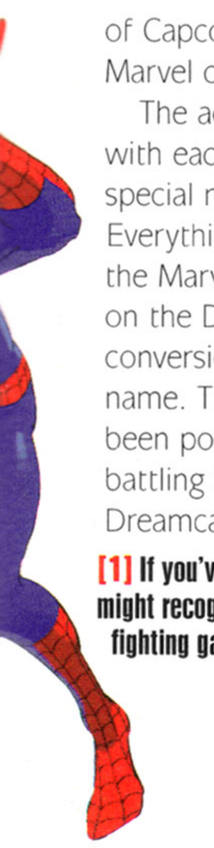
"The action is really fast paced and frantic"

Capcom

of Capcom characters with ones from the Marvel comic books – 20 in total.

The action is really fast paced and frantic with each fighter boasting hundreds of special moves and fighting techniques. Everything is certainly colourful too with the Marvel comic book world coming to life on the Dreamcast. The game is a flawless conversion of an arcade game of the same name. The amazing thing is that is hasn't been possible to have four characters battling it out on a console before – but Dreamcast makes this a reality!

[1] If you've ever played a Street Fighter game, you might recognise the style. **[2]** The Incredible Hulk in a fighting game – what more could you want?



coming soon to your Dreamcast >

Dreamcast magazine

information

Publisher	Ubi Soft
Developer	In-house
Players	1
% complete	80%

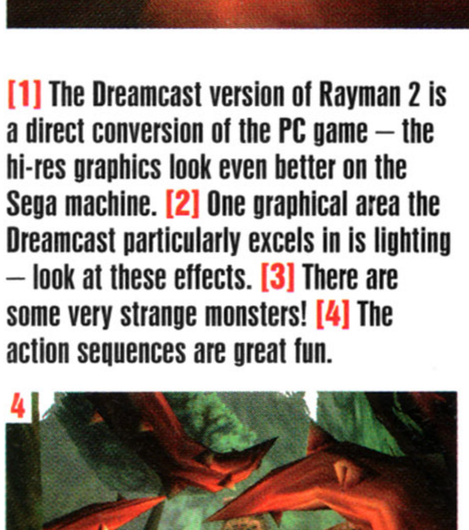
Dec

"The graphics used in the 45 areas to explore are simply astounding"

Rayman 2

The Great Escape

This is the sequel to the highly successful 32-bit *Rayman* adventure that went on to sell a record breaking 4.2 million games around the world. Whereas the original game set new heights in 2D platform gaming, the sequel is set to do the same in the 3D game world. The graphics used in the 45 areas to explore are simply astounding with gushing water falls, lush vegetation and deep depths of ocean. Rayman's movements are perfectly animated too, and he's a breeze to control. From swimming to jumping, dodging enemies to swinging from vines – it takes next to no time to master the moves needed to get Rayman around the game. A full preview next issue!



[1] The Dreamcast version of Rayman 2 is a direct conversion of the PC game – the hi-res graphics look even better on the Sega machine. **[2]** One graphical area the Dreamcast particularly excels in is lighting – look at these effects. **[3]** There are some very strange monsters! **[4]** The action sequences are great fun.

continued >

ONES TO WATCH

CART Racing

> Sega > Christmas

Another racing game for the more serious gamer.

Red Dog

> Sega > October

This is a good looking four player blasting game.

Wild Metal Country

> Gremlin > Christmas

Battle tanks at the ready for this PC conversion.

Midnight GT

> Rage > 2000

Great looking cars, but no game to play just yet.

Armada

> Sega > 2000

Take the *Asteroids* idea – and blast it into the future.

continued>

ONES TO WATCH

Take the Bullet

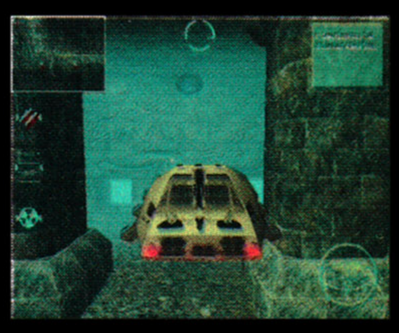
> Sega > Christmas

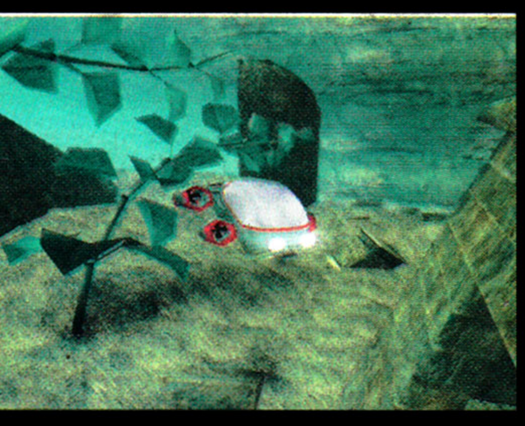
A multi-player shooting game from Red Lemon.

Deep Fighter

> Ubi Soft > Christmas

The underwater effects are mighty impressive.





1

coming soon to your Dreamcast >

Dreamcast magazine

information

Publisher	Gremlin
Developer	In-house
Players	1-2
% complete	80%

Dec

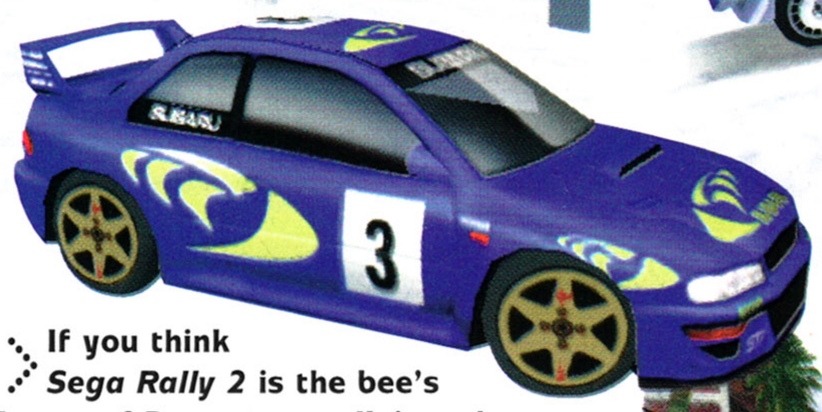
Rallymasters

[1] It's not good enough to simply have nice cars these days – the entire game engine has to take your breath away! [2] The skies are particularly impressive in Gremlin's Rallymasters. [3] You could almost get out of the car and go sledging! [4] Mud flies on on the screen!

2

3

4



If you think *Sega Rally 2* is the bee's knees of Dreamcast rallying, then you'll go ape for Gremlin's *Rallymasters*! The figures are mighty impressive: 70 drivers including some of the big names of the sport, 50 tracks expanding to 368 if you count the weather, time and reverse variations and 60 cars which all come with unique colour schemes and sponsorships.

"you'll go ape for Gremlin's Rallymasters!"

5

Gremlin have secured the licence to the 'Michelin Race of Champions' to go with the game. This is a post season championship in Gran Canaria with the famous track perfectly recreated and looking marvellous in all its Dreamcast glory. There are so many modes in the game, we could never go into detail in this small space, so look out for a full 'In Development' feature in a future issue of Dreamcast Magazine.

EPGA

The first golf game to see the Dreamcast shores has a good pedigree. It's a collaboration between Gremlin Interactive, the people who created the *Actua Golf* series, and the European PGA, bringing with them a wealth of golfing knowledge.

All the stars of the sport are here: Montgomerie, Faldo, Olazabal and Woosnam to name just a few, and you can compete against them in what promises to be the most realistic simulation of golf ever. If it's golfing statistics and authenticity you're after then this game delivers those too – there's an extensive European Tour Database and six brand new courses including the rather exclusive K-Club in Ireland, the venue for the 2005 Ryder Cup!

Dreamcast's superb graphics will be the perfect accompaniment to the voices of Peter Allis and Alex Hay from the BBC's sports department – this is going to be one superb golf game.

coming soon to your Dreamcast >

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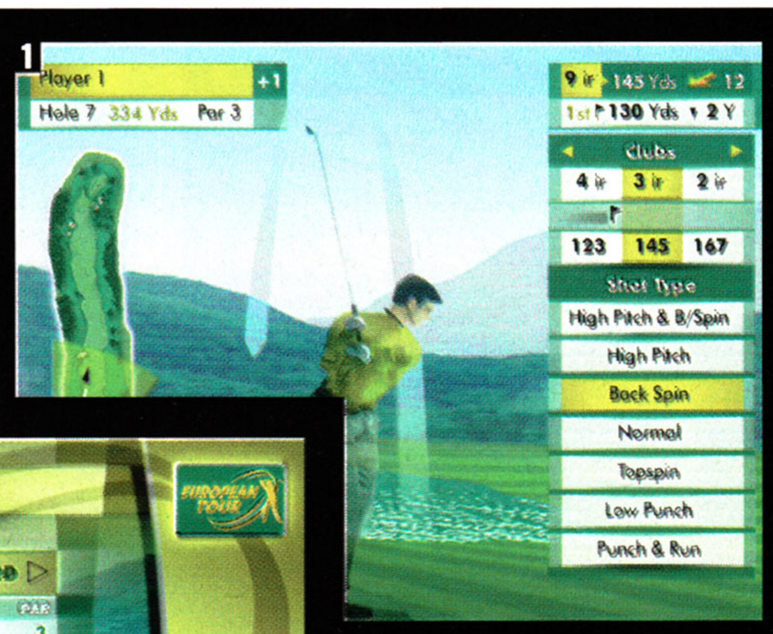
information

Publisher	Gremlin
Developer	In-house
Players	1-2
% complete	40%

Spring 2000

1



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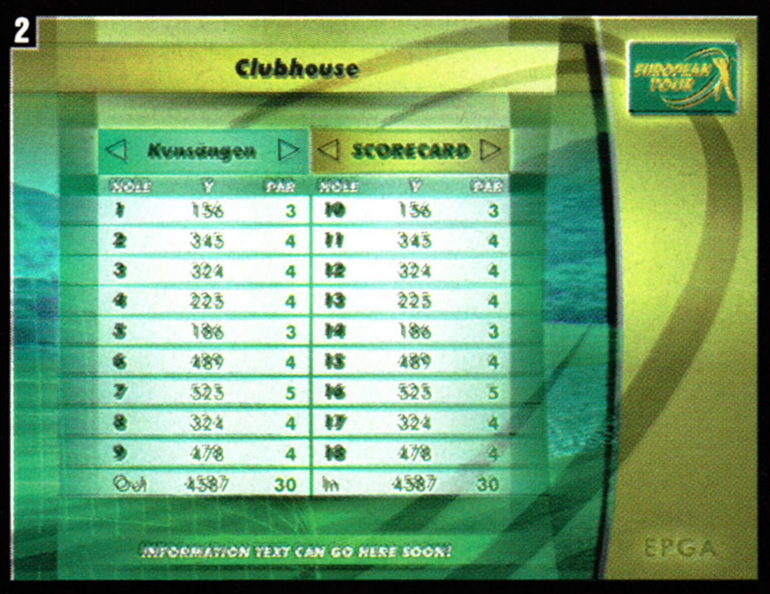

"...promises to be the most realistic simulation of golf ever."

[1] Golfing games have always used a similar control method – you press to start the swing, and press again when you've reached enough power. [2] It's the level of detail in both the graphics and statistics that will bring videogame golfers to Dreamcast. [3] Dreamcast's PC connections should ensure many more top quality conversions of leading sports games.

3

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Newsagent Information: Dreamcast Magazine is published by Paragon Publishing Ltd [**Tel:** 01202 299900 **Fax:** 01202 299955] **http://paragon.co.uk** and are available from your local wholesaler. Dreamcast Magazine and Dreamcast Solutions are distributed by Seymour [**Tel:** 01202 200232] and are fully SOR.

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Dreamcast magazine

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Printed by: **ET Heron & Co., The Bentall Complex, Colchester Road, Haybridge, Maldon, Essex**

Distributed by: **Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD**
Tel: 0171 396 8000

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Dreamcast Magazine
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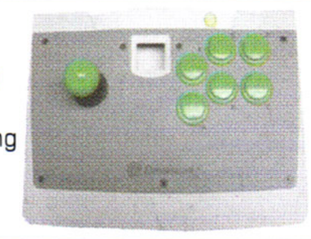

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